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CAPCOM® VS. SNK® EO

OFFICIAL FIGHTER'S GUIDE

By John Edwards, Paul Edwards and Omar Kendall

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SNK®

CAPCOM®

NINTENDO
GAMECUBE

17 PAGE
ART GALLERY!

CAPCOM[®] VS. SNK[®] 2

MARK OF THE MILLENNIUM 2001

OFFICIAL FIGHTER'S GUIDE

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CONVENTIONS



ABBREVIATIONS

LP	Light Punch
MP	Medium Punch
HP	Hard Punch
LK	Light Kick
MK	Medium Kick
HK	Hard Kick
P	Any Punch
K	Any Kick
PPP	All three punches together
KKK	All three kicks together
360	Complete rotation starting and ending at →, either clockwise or counterclockwise
720	Two complete rotations starting and ending at →, either clockwise or counterclockwise

NOTE

When a move calls for a 360-degree motion, it accepts a shortened input as well. (i.e., → ↘ ↓ ↙ ← ↖ + P will give you Zangief's Screw Pile Driver).

TERMINOLOGY

2-IN-1

A 2-in-1 is the joining of a normal move to a special move through lost animation, allowing the two moves to combo.

ANTI-AIR

Refers to any attack that stops an opponent from connecting with a jump in attack. Anti-air attacks are usually fast, and possess better than average priority.

BUFFERING

This is the act of storing a complicated motion in the system's memory while performing an attack. This technique is normally reserved for Super Combos and is essential to getting off complicated combos. Example: In Ryu's Crouching HP to Hadouken, the ↓ motion in the ↓ + HP satisfies the ↓ requirement in the ↓↘→ + P portion of the Hadouken as well.

CHAINS

A chain is essentially the 2-in-1 of two or more normal moves. In the same way that a 2-in-1 removes animation to facilitate combo, chains remove animation from normal moves to create a smooth series of normal moves. These moves do not always require the careful timing seen in links, but precision is still required.

TERMINOLOGY

CHIP DAMAGE

Also known as tick damage. Using Special Attacks or Super Combos to inflict minor damage on blocking opponents.

COMBO

A series of attacks that, following the connection of the initial hit, are uninterrupted.

CORNER TRAP

Keeping opponents locked in a corner of the screen by poking, throwing or countering as to not allow them to gain an offensive advantage. Fighters that lack Rolling or similar evasive moves have a hard time escaping a well-executed Corner Trap.

CROSS UP

Performing a jumping attack in such a way that it hits the back side of the opponent. There are two types of cross ups. A "normal" cross up hits early on the opponent's back, requiring no change in blocking. A "deep" cross up requires a block by holding forward, instead of back.

DIZZY

A series of unanswered attacks has the opportunity to stun, a fighter, leaving him or her vulnerable for a few seconds. Mashing the buttons can help to escape a dizzy quickly.

GET-UP

1. An attack executed immediately after being knocked down used to retaliate against an opponent mounting a follow-up attack.
2. The moment after a knock down, during animation following the fall (i.e. "on get-up...").

GUARD CRUSH

Guard Crushing is essentially forcing opponents to block attacks until their Guard Meter is depleted, causing a momentary stun, and netting a free follow up attack.

TERMINOLOGY

JUGGLES

A specialized combo that allows additional hits to an opponent who is falling as the result of some initial hit or hits.

LINK

A link is two or more consecutive moves that require specific timing to combo. Unlike chains, no animation is lost in a link. Instead, links take advantage of hit stun.

MASHING

Mashing is hitting a button or buttons rapidly. It is generally used to extract additional hits out of a combo or throw or to escape a throw or dizzy.

POKE

A poke in itself is a fast executing and recovering move used to pester an opponent and to take advantage of lapses in blocking, to Guard Crush or to "lock down" a fighter with block stun. Pokes are usually performed in conjunction with each other (i.e. consecutive crouching LK, or crouching LP, standing HK).

RUSH DOWN

Rush Down is simply staying on the offensive, not allowing an opponent time to breathe. Poking, tick damage and top downs all come into play during Rush Down tactics.

SHOTOKAN

The style of karate utilized by Ryu and Ken. The term has been broadened to include any character that possesses moves similar in both form and application to a Hadouken and a Shouryuken.

SLOW PROJECTILE

A mainstay of many SNK games, the Slow Projectile refers to any projectile that moves so slowly that it is possible to walk behind it as protection, or use it as the start of a combo. Example: Guile's Sonic Boom (LP) can be followed with a jumping HP as the second hit in a combo.

TOP DOWN

Any move, be it normal, Special Normal, Special Attack or Super Combo that can cleanly hit a crouching, blocking opponent.

GAME BASICS

The following text describes abilities common to all Grooves. For information on Groove abilities, broken down by Gauge type, Systems and Sub Systems, check those sections of this guide.

MOVEMENT

WALKING

Walking is the basic mode of movement. Move the joystick or gamepad to the left or right to move fighters in the corresponding direction.

CROUCHING

Crouching, or ducking, is accomplished by pressing ↓.

JUMPING

Jumping is divided into several different types. ↑, ↖, or ↗ accomplish the most basic jump. The character leaps into the air in the corresponding direction. Shadow Jumping is a special jump that is activated by pressing ↓ and then ↑, ↖, or ↗. The Shadow Jump covers more ground, is higher, and is generally faster than its normal counterpart. In addition to these two basic jumps, there are special jumps with different properties found in the Sub System section.

ATTACKING

NORMAL

STANDING

Any attack that is performed in a standing neutral position falls into this category. These moves also have subcategories that are separated into close and distant ranges of attack.

CROUCHING

All moves that are performed while holding ↓, ↖, or ↗ on the control pad fall into this category. These moves include sweeps, uppercuts and a variety of other low moves.

JUMPING

These moves are commonly referred to as "jump-in" attacks and serve as combo starters from the air. Pressing an attack button following ↑, ↖, or ↗ on the control pad performs jumping attacks.

SPECIAL NORMALS

A specific category of attacks that generally work in the same way as standard attacks but possess a special property that make them stand out. A few of these properties include overhead striking, sliding, dashing, or ranged distance attacks, or simply a motion plus a button to perform, such as → + HK.

ATTACKING

THROWING

THROWS

Throwing is done by pressing → or ← + HP or HK when close to the opponent. Throws can be escaped by inputting the same command of the initiating throw as you are being thrown.

AIR THROWS

An air throw is identical to a normal throw except that it is performed while airborne. This is accomplished by pressing →, ←, ↓ + HP or HK while near the opponent in the air. Remember not every character possesses an Air Throw! Air Throws can generally not be escaped.

SPECIAL THROWS

Requiring a special command to be input, Special Throws differ from normal ones. On average these throws do more damage and have increased reach. Unlike normal throws, these throws are inescapable, making them all the more deadly.

SPECIALS

SPECIAL ATTACKS

All characters have an array of Special Attacks that can be used to further their offensive qualities and strengthen defense. Each Special Attack requires a set of directions on the controller followed by a button to execute. For the most part these moves do significantly more damage than normal attacks and work great in combos to inflict serious damage.

REVERSALS


A reversal is a particular event that occurs when a Special Attack is performed immediately after blocking an opponent's attack, or after knockdown. You will know when you have performed a reversal because your character will flash white.

SUPER COMBO

Super Combo attacks are executed in much the same way as Special Attacks where a specific set of motions and button presses are required. The result ranges from strong to massive damage depending on the level of Super Meter used to perform. These attacks usually resemble a character's Special Attack but have increased range and power.

DEFENSE

BLOCKING

In order to defend against incoming attacks the player must hold back on the control pad to block standing and jumping attacks. Holding  on the control pad is needed to block crouching attacks. Special Attacks and Super Combos can be blocked using the appropriate direction on the control based on the hit location of the move. There are special types of blocking in certain Groove modes, such as Parrying, that are performed differently. These special types of blocking will be covered in the Groove section.



GUARD METER

The meter directly below the health bar is the Guard Meter. In the event that a player blocks a set amount of consecutive attacks, the meter will begin to flash indicating a guard break is impending. A point system is utilized to determine exactly when a guard break should occur, and points awarded vary with the nature of the attack. Generally a series of stronger attacks will break a guard quicker than weak ones. The Guard Meter is *Capcom vs. SNK 2* is MUCH easier to break than in *Capcom vs SNK*, making it a viable offensive advantage.

COUNTERS

These command driven reversals must be performed the instant an opponent's attack is about to hit the player. When done correctly the player will block the ensuing attack and counterstrike immediately. Not all characters have counters so those that do will have an advantage against guard breaks by using the counter to avoid blocking. Do not confuse these counters with any special counters that might be included certain Grooves.

TECH THROWS

A tech throw is the result of pressing  or  + HP or HK at the moment a character is being thrown by the other, creating a break in the grapple and leaving both parties unharmed. The window of execution for this escape is very small and requires excellent timing.

STUNS

The good old dizzy stun occurs when a character is struck with too many consecutive unblocked moves. The result leaves the character in a dazed and totally defenseless position for a few seconds. Mashing the buttons and rotating the control pad vigorously will cause the character to shake off his or her daze in an attempt to lessen the opportunity of being harmed.

TAUNTING

In a departure from previous games, taunting opponents increases the Super Meter of the opponent! More than ever, taunting is a show of disrespect, reflecting your belief in the lack of your opponent's ability.

RATIO SYSTEM NOTE

Ratio 2 was used as the "base" ratio for damage comparisons.

COMBOS

LINKS

A link is where one normal attack lands after an initial normal attack based on the timing of button presses. This can involve a light attack followed by another light attack or hard attack. In some cases links can even go in reverse where a hard attack is followed by a light attack. In any case all normal moves cannot link to one another by default, so trial error with good timing is a must in discovering these links.

CHAINS

A chain differs from a link in one major area: in a chain, the initial normal loses animation so that the following normal can combo. There are usually predetermined sets of moves, and they can only travel in an ascending order of damage (i.e. light to hard).

2-IN-1

This can be defined as the flow of a normal attack directly into a Special Attack. Think of a 2-in-1 as a modified chain, where instead of two normals being used, there is one normal and one Special Attack instead. To perform a 2-in-1, input the command for the normal attack, then immediately perform the command for the Special Attack as the normal move makes contact with your opponent. The result is two moves that flow smoothly into one another.

JUGGLES

Juggles are the result of certain attacks that leave the opponent airborne for a brief period of time. During this time, subsequent attacks are possible before the floating opponent hits the ground. Juggles are unblockable and can yield substantial damage when performed. Juggles for the most part require well-timed follow up attacks to the initial launch, which make them quite difficult for the beginning player.

RATIO SYSTEM

RATIO SYSTEM

The Ratio System is a little different. There are still four ratio levels to choose from, however, individual fighters are no longer ranked by a default ratio. At the beginning of a Ratio Match, it is possible to pick any combination of up to three characters totaling four ratio levels: two Ratio 2, a Level 2 and two Level 1 Ratio, a Ratio 3 and Ratio 1 or a single Ratio 4.

Higher Ratios afford the character more damaging moves and a greater ability to take damage. The trade off is less fighters on your team. The team selects a single Groove, and the Gauge carries between rounds and between fighters.

COMPARISON OF DAMAGE

RATIO	DAMAGE ADJUSTMENT
Ratio 1	82%
Ratio 2	100%
Ratio 3	117%
Ratio 4	130%



WHAT'S NEW FOR GAME CUBE

GC-ISM

By selecting GC-ISM, you surrender the ability to configure your controller. The configuration of the controller is determined by the Groove selected. For more information about the abilities described here, check the Game Basics and Groove Systems sections of this guide.



The player on the left has selected GC-ISM as is shown by the presence of the GameCube logo near the portrait. Fighters selecting AC-ISM do not have a logo by their portrait.

AC-ISM

Selecting AC-ISM sets up your controller in the standard fashion. You have seven buttons to configure with moves, Special Attacks and Super Combos done as shown in the move tables in each character's section. The C-Stick is not used in AC-ISM.



R BUTTON

Punch (All Grooves)

Press the R Button to initiate a punch attack. The R Button is touch sensitive, and executes an attack based on how hard it is pressed.

R

L BUTTON

Kick (All Grooves)

Press the L Button to initiate a kick attack. The L Button is touch sensitive, and executes an attack based on how hard it is pressed.

L

Y BUTTON

Tactical (All Grooves)

Press the Y Button to roll and recover from being thrown, or knocked off of your feet by an attack.

Y

X BUTTON

Oricom (A Groove)

When you have accumulated enough gauge, press the X Button to activate your original combo ability.

X

Gauge Up (S Groove)

Press and hold the X Button to build gauge.

Power Max (N Groove)

After you have accumulated at least one stock, press the X Button to power up your character.

A BUTTON

Counter (C, A, S, N Grooves)

Press the A Button to initiate counter movement or a counter attack.

A

B BUTTON

Rolling (C, A, N)

Press the B Button to roll along the ground.

Dodge (S Groove)

Press the B Button to dodge attacks.

B

Z BUTTON

Taunt (All Grooves)

Z

C STICK

Special Attacks and Super Combos

Press the C-Stick to initiate Special Attacks and Super Combos. The C-Stick is touch sensitive, and executes an attack based on how hard it is pressed. A breakdown of which direction executes which Special Attack or Super Combo is provided in each character's section.

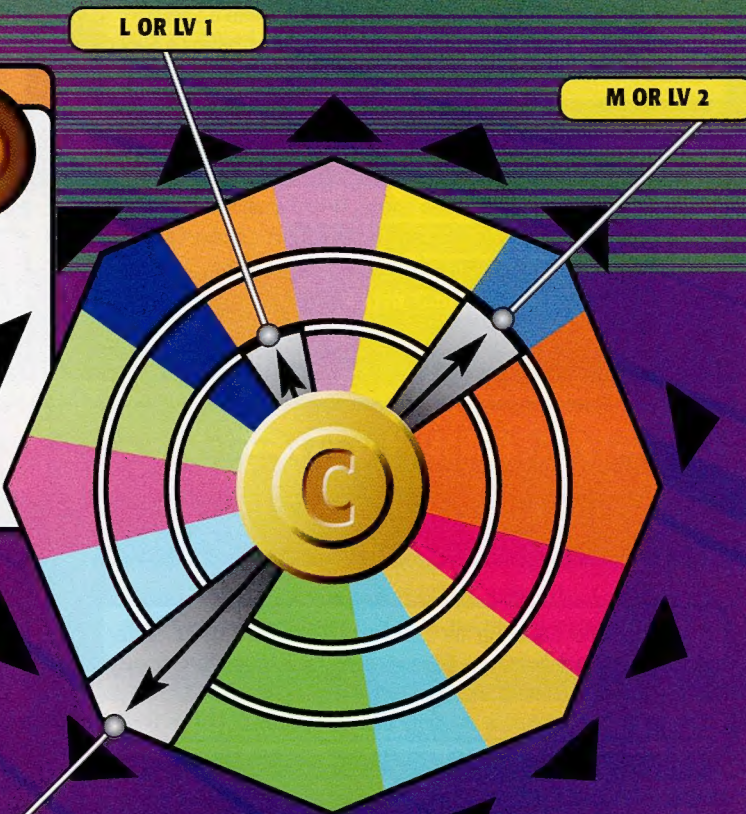
The rings indicate how far to move the C-Stick to initiate a given strength of Special Move (L, M, H) or level of Super Move (LV1, 2 or 3). The Super Combo strength only applies to C Groove since the other Grooves have either one level of Super Combo, or use different means to initiate a Level 3 Super Combo.

C

L OR LV 1

M OR LV 2

H OR LV 3



GROOVE SYSTEM

The Groove System in *Capcom vs. SNK 2* is much more advanced than it was in its predecessor. Instead of two Grooves there are now six, each different from the next. Most Grooves share a certain number of basic Sub Systems, such as Rolling or Counter Attack, but a few are limited to one or two Grooves. This section of the guide breaks down the Groove System into its component parts to better help you build your own Grooves once that option is available.

GAUGES

C-GAUGE

Lvl.3

Three Levels Super Combo Gauge

C Gauge is similar to the Capcom Groove in *Capcom vs. SNK*. There is a unique skill to this gauge that stands out, named the Super Combo Interrupt. Super Combo Interrupt allows a Level 2 Super Combo to be interrupted by a Special Attack or a Level 1 Super Combo. This opens the door for increased combo potential, which can lead to big damage. Additionally, a heightened level of safety is gained as Level 2 Super Combos can be cancelled into a Special Attack that can move a character out of harm's way. Having a Super Combo blocked is normally a surefire way to get tagged, but with Super Combo Interrupt, it's possible to use a move (such as Ryu's Tatumaki Senpu Kyaku) to create space.

Another benefit to this Gauge is the fact that it builds quickly, making it easy to have Super Combo energy stored at all times. This allows you to throw out Super Combos and Super Combo Cancels with a much greater frequency than other Gauges allow.

BUILDING GAUGE

Performing Special Attacks, connecting with regular attacks, getting hit, blocking attacks, Parrying and Just Defending all work to build this Gauge.

SUPER COMBOS

Store up to 3 levels of Super Combo Meter. Use LP/K for a Level 1 Super Combo, MP/K for a Level 2 Super Combo and HP/HK for a Level 3 Super Combo. Moves indicated with **Lv3&MAX only** are available with this Gauge.

DAMAGE INFORMATION

A Gauge charged to Level 1 increases damage by 1%.
A Gauge charged to Level 2 increases damage by 2%.
A Gauge charged to Level 3 increases damage by 5%.

P-GAUGE

SUPER

Super Combo Gauge

Similar to *Super Street Fighter 2 Turbo*, or X-ism from *Street Fighter Alpha 3*, P Gauge holds one Super Combo level. Unlike the previous games, fighters aren't limited to a single Super Combo. Any Super Combo in their arsenal is available with a full Gauge.

BUILDING GAUGE

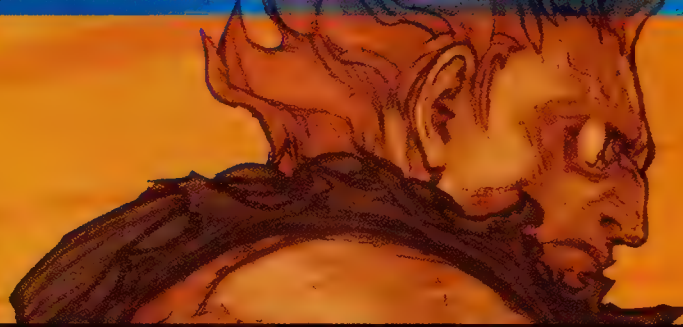
Performing Special Attacks, connecting with regular attacks, getting hit, blocking attacks, Parrying and Just Defending all work to build this Gauge.

SUPER COMBOS

While the Gauge has only one level, all Super Combos damage as Level 3 Super Combos. **Lv3&MAX only** Super Combos are available with this Gauge.

DAMAGE INFORMATION

A full Gauge does not impact the amount of damage inflicted.



A-GAUGE

FULL

Custom Combo Gauge

Similar in many respects to a very basic C Gauge, A Gauge does add a very interesting feature that was introduced in *Street Fighter Alpha 2*: Custom Combos. Custom Combos are governed by a strict set of laws in *Capcom vs. SNK 2* as they were abused in past games. First, block damage has been lowered to reasonable levels. It is no longer safe to bust into a Custom Combo in the hopes of tick damaging opponents for a quick victory. In addition to Guard Damage being decreased, actual hit damage during a Custom Combo has been decreased as well, balancing this special feature out a little with other types of combos. In addition, command throws can no longer be used on opponents in block stun while using a Custom Combo. This technique was often exploited and it is nice to see that Capcom has squashed it. Many of the Custom Combo's advantages remain intact. The most notable is the short moment of invulnerability at the execution of the Custom. This window allows you to "fall through" many anti-air attacks and inflict heavy damage on your helpless opponent.

Air Canceling is a new Custom Combo feature that allows for Custom Combos in the air. This feature is especially helpful for characters with air projectiles, such as Akuma and Ryo, as they can launch opponents into the air and pepper them with attacks.

BUILDING GAUGE

Performing Special Attacks, connecting with regular attacks, getting hit, blocking attacks, Parrying and Just Defending all work to build this Gauge.

SUPER COMBOS

Level 1 Super Combos are available when the Gauge is at least half full. Custom Combos can start when the Gauge is at Full. It is possible to initiate a Custom Combo and use a Super Combo. Doing so ends the Custom Combo and empties the Gauge. **Lv3&MAX only** Super Combos are not available with this Gauge.

DAMAGE INFORMATION

When a Custom Combo is initiated, damage for each move is scaled back to 72% of its regular value. A full gauge has no impact on damage.

S-GAUGE

MAX

Extra Gauge

S Gauge has many tricks to offer; unfortunately none of them are terribly effective. The Chargeable Super Meter is essentially useless in match play, as you will almost always either be attacking, or getting attacked, leaving little time to charge. After knocking an opponent to the ground would be a time to use this feature.

A nice feature of S Gauge is the desperation Super Combos. When the life meter is at one-quarter or less (known as "red", though the meter actually blinks), Level 1 Super Combos are available at any time. The use of Level 3 Super Combos are limited to a very small and dangerous window, so save them for a combo if possible.

BUILDING GAUGE

Press and hold HP + HK.

SUPER COMBOS

When the Gauge is at MAX, or when the life meter is red, Level 1 Super Combos are available. **Lv3&MAX only** Super Combos are available when the Gauge is at MAX and the life meter is red.

DAMAGE INFORMATION

When the Gauge is at Max, damage is increased 15%. When the life meter is red, damage is increased 5%. When the life meter is red and the Gauge is at Max, the increase is not 20%, but 5% higher than the 15% increase.

N-GAUGE



Advanced Gauge

This Gauge works differently, having "stocks", or stored Super Energy. As each level of Super Gauge is gained, it is stored with a maximum capacity of three stocks. A glowing red dot next to the Gauge indicates how many levels are currently stored. A stock can be used anytime to increase damage, or to unleash a Level 1 Super Combo. Pressing HP + HK (the character starts blinking yellow) releases a stock, providing a window of roughly 20 seconds of increased damage and/or to perform a Level 3 Super Combo.

BUILDING GAUGE

Performing Special Attacks, connecting with regular attacks, getting hit, blocking attacks, Parrying and Just Defending all work to build this Gauge.

SUPER COMBOS

Level 1 Super Combos are available any time there is at least one stored stock. **Lv3&MAX only** Super Combos are available after pressing HP + HK, and there is at least one additional stored stock.

DAMAGE INFORMATION

With at least one stock available, press HP + HK to start up an approximately 20 second timer (represented by a bar above the Gauge) during which the character blinks yellow and damage is increased by 20%.

K-GAUGE



Rage Gauge

This gauge builds whenever you take damage, Just Defend or Parry, and it builds quickly. The meter only fills to one level, but it does not require a button press to activate its enhanced damage potential. When the meter is filled, fighters glow red and dish out incredible amounts of damage.

BUILDING GAUGE

The Rage Gauge fills whenever you are damaged by an enemy attack and whenever you Just Defend or Parry successfully. These are the only two ways to gain Super Meter with this Gauge.

SUPER COMBOS

While the Gauge has only one level, all Super Combos damage as Level 3 Super Combos. **Lv3&MAX only** Super Combos are available with this Gauge.

DAMAGE INFORMATION

With the Gauge active (the character blinks red), damage is increased 35%.

SYSTEMS

PARRYING

Ripped from *Street Fighter 3*, the Parry is a great tool that solves most any type of defensive problem that might arise in a match. You perform a Parry by tapping → within the first 3 frames of an attack connecting. Compared to *Street Fighter 3*, the *Capcom vs. SNK 2* Parry is a little watered down. You must be very precise with a Parry in *Capcom vs. SNK 2*, as opposed to *Street Fighter 3* where you could fluff your way through it with excellent results. Unfortunately, with the addition of the Parry, you lose almost all other types of defense, making the Parry your defensive move for every type of offensive attack directed at you. Luckily it can be used with equal effectiveness in the air, or in the ground...against normals, and Super Combos alike.

JUST DEFENSE

The Just Defend feature is similar to the Capcom games Parry feature except you tap back instead of forward to execute it. Some differences do however stand out between the Capcom and SNK versions of this special block. The most noticeable is that you gain back a very small portion of life from a successful Just Defend, MUCH less than you regained in the SNK games, but free life is always a nice addition to a match. Just Defends can also only be followed with a Special Attack, as opposed to the Parry, which can be followed by anything.

CHAIN COMBO

A Chain Combo is basically a string of uninterrupted attacks that remove frames of animation to allow all to combo.

AIR CHAIN COMBO

Air Chain Combos are the same as a normal Chain Combo except they are performed while airborne.

SUPER COMBO CANCEL

Cancel a Special Attack with a Super Combo!

CANCEL ANY MOVE

Cancel any move with a Special Attack / Super Combo!

SUB SYSTEMS

DASH

The Dash is more of a hopping movement than the name implies. It allows a quick advance or retreat depending on the situation. Dash is performed by quickly tapping → ←, or ← →.

RUN

Tap →, then tap and hold → to rush towards opponents at varying speeds, dependent on the character used. The run animation can be cancelled into pretty much any move, including Special Attacks and Super Combos if timed correctly. If the run is not cancelled you are left open at the conclusion. Tap ← → to quickly hop backwards.

ROLLING

The defining feature of *Capcom vs. SNK* was Rolling. Rolling not only covers ground quickly, but also has an evasive property, allowing you to roll through projectiles and many other attacks. This invulnerability only comes into play during the middle portion of the roll; the beginning and end of the roll are not subject to this protection. You can still be thrown out of a roll at any time however, so abuse of the roll is not recommended. Different characters have different properties to their rolling movement, some roll farther, or perhaps roll a little faster than others. Rolls are best used to plow through an attack while opponents are still in their move animation, allowing a free attack. Rolls are performed by pressing LP + LK.

DODGE

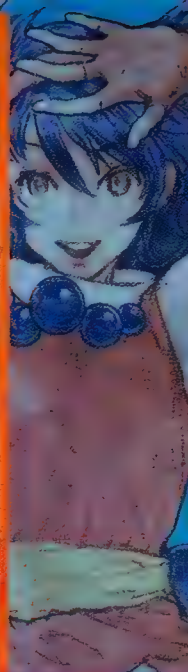
Not quite as nice as Rolling, Dodge serves the same purpose. Dodging is a sway into the background which avoids all attacks and projectiles. Pressing a Kick or a Punch after the Dodge will execute an attack that either pushes the opponent across the screen, or sets up a 2-in-1. In general the push back move has better range and damage than the comboable one.

COUNTER ATTACK

The classic Alpha Counters from the *Street Fighter Alpha* series with some serious deficiencies. Guard Meter is lost, damage is pitiful and Counter Attacks can even be blocked. Note that Counter Attacks cannot be used to knock out opponents. If a Counter Attack connects on a near knocked out opponent, the move will do zero damage.

COUNTER MOVEMENT

Counter Movement is an excellent addition to any character's repertoire. Think of Counter Movement as a cross between the Counter Attack and Rolling. After the initial counter portion of the Counter Movement, the character hops forward (if LP + LK are pressed) or rolls backwards (if ← + LP + LK are used), evading any move. Rolling forward is the best choice in almost all instances, especially on opponents using multi hitting moves, such as a Super Combo, as it allows you free damage to their backside.



SUB SYSTEMS

AIR GUARD

It is just as it sounds, the ability to block attacks while in the air. No special commands are needed as the Air Guard is performed exactly the same as if on the ground. Extremely useful, Air Guard makes an aggressive air game a little more viable. Unfortunately while jumping you can either attack or Air Guard, not both in the same jumping motion, somewhat limiting its effectiveness. Being the primary defensive feature of C Groove, Air Guard will be used liberally.

SMALL JUMP

Small Jumping, or low jumping, is a familiar skill in most SNK games, and can be an invaluable tool in *Capcom vs. SNK 2*. Small Jumps are basically jumps that are much lower to the ground and come in at a shallower angle. Small Jumps must be countered differently than normal jumps due to the direction from which they come in. Moves like Ryu's Crouching HP are an example of an anti-air that is excellent against normal jumps, but much less effective against the Small Jump. Small Jumping is an excellent benefit to any large grappling character, such as Zangief, that has a hard time getting in move range.

SUB SYSTEMS

TACTICAL RECOVERY

Tactical Recovery was introduced in *Capcom vs. SNK*, though it did not really have a name. Basically holding any two punch buttons while on the ground will delay your get up, hopefully confusing your opponent. This can help to avoid nasty get up games.

SAFE FALL

The Safe Roll, or "tech roll", is a way to quickly rise from a knock-down and get into position to retaliate. Pretty much the opposite of the Tactical Recovery, Safe Falls roll backward a small distance and then rise very quickly.

GROOVES

C GROOVE



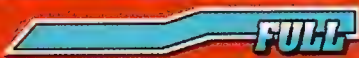
Three Levels Super Combo Gauge

SUB SYSTEMS

Dash, Air Guard, Counter Attack, Rolling, Tactical Recovery

C Groove is the "basic" Street Fighter style Super System. With Air Guard, C Groove is exceptionally useful and will probably be the preferred Groove due to its familiarity. C Groove is most like the basic style of play from *Capcom vs. SNK*.

A GROOVE



Custom Combo Gauge

SUB SYSTEMS

Dash, Counter Attack, Rolling, Safe Fall

A Groove is relatively weak despite the usefulness of the Custom Combos, essentially being a watered down version of the C Groove...though flashy Custom Combos are certainly a reason to use it for the style value.

P GROOVE

SUPER!

Super Combo Gauge

SUB SYSTEMS

Dash, Small Jump, Tactical Recovery

SYSTEMS

Parrying

Coupling Small Jump with Parrying makes the P Groove a serious contender for the most powerful Groove. Small Jumping over normal attacks is a quick way to advance on an opponent and land a jump in. A few other Grooves possess this type of jump as well, so it is a good idea to practice it to find where it is most effective in your game. Be wary of rapid successions of unanswered attacks as P Groove is much easier to Guard Crush than most other Grooves.

S GROOVE

MAX

Extra Gauge

SUB SYSTEMS

Run, Small Jump, Counter Attack, Dodge, Tactical Recovery

S Groove is really hampered by the Chargeable Super Meter. It is nice however to have unlimited Level 1 Super Combos when health is down, but the risk versus reward is a little hard to accept. Lack of any real way to safely advance on an opponent, save the Small Jump, further hampers S Groove. Not one of the most useful Grooves for certain.

N GROOVE

POWER-UP!

Advanced Gauge

SUB SYSTEMS

Run, Small Jump, Counter Attack, Counter Movement, Rolling, Safe Fall

The N Groove should be familiar to fans of the King of Fighters series. This is possibly the most mobile Groove of all, encompassing Rolling, Running, Small Jump, and more. Rushing in on an opponent poses little difficulty as N Groove boasts more ways to get up close than any other Groove.

K GROOVE



Rage Gauge

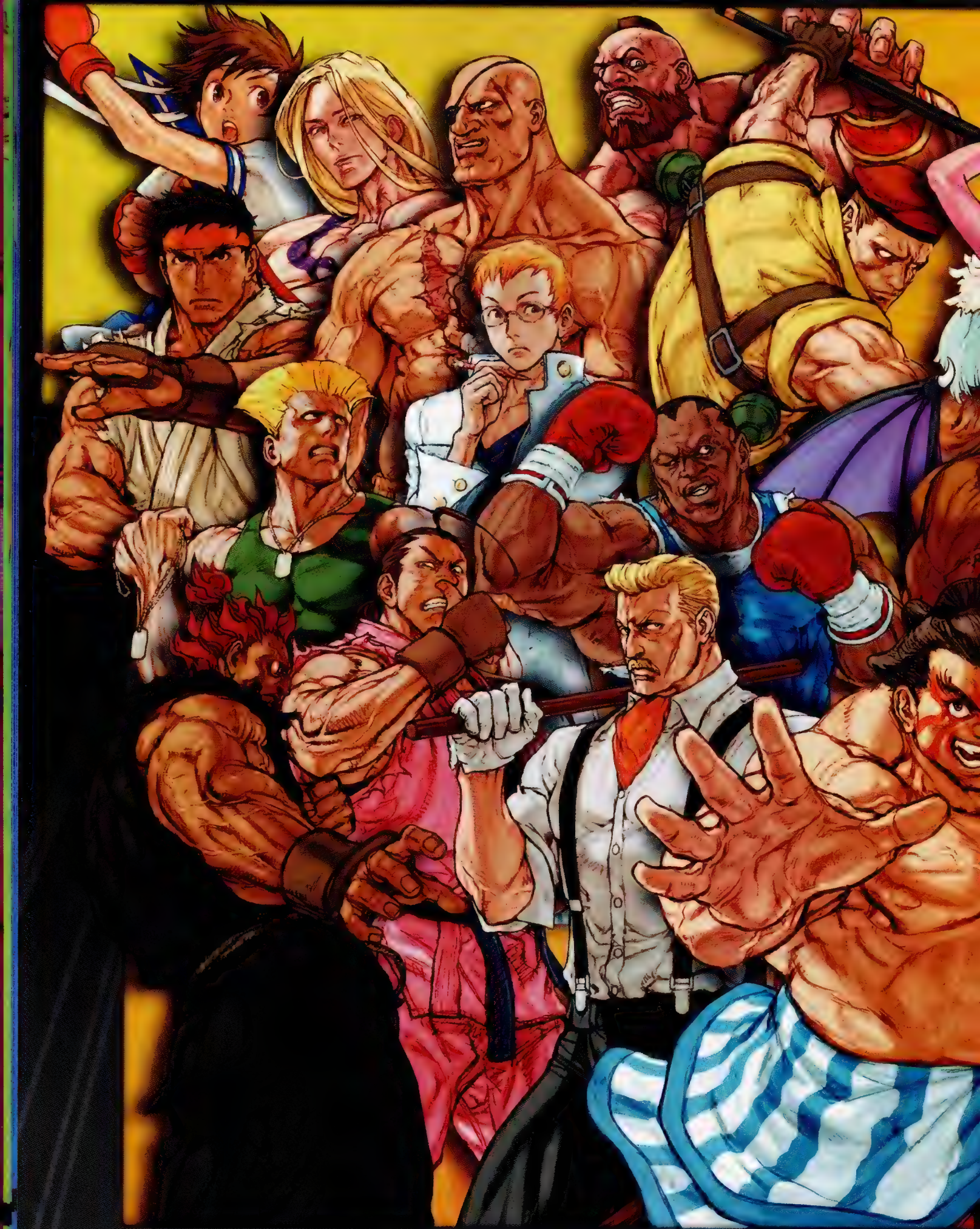
SYSTEMS

Just Defense

Samurai Spirits has contributed this Groove to *Capcom vs. SNK 2*, with a little Mark of the Garou thrown in for good measure. The Super Meter fills at an obscene rate, so you will be using Level 3 Supers in this mode frequently. The HUGE boost in damage with a filled Gauge means it can be abused liberally. The Rage Gauge makes the K Groove one of the strongest Grooves and will probably be abused by weaker players.

SUB SYSTEMS

Run, Small Jump, Safe Fall

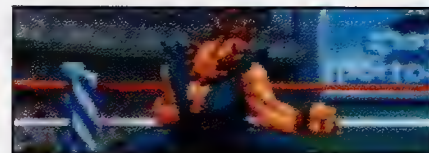




AKUMA

HISTORY

Akuma has always been a fighter shrouded in mystery. Since his first appearance in **Super Street Fighter 2 Turbo** he has been hailed as the mightiest, albeit cruelest, fighter around. Akuma is also the possessor of the Satsui no Hadou power.



COMBO

GROOVES: ALL

Crouching HP, Shakunetsu Hadouken (HP)



COMBO

GROOVES: ALL

Jumping HP, crouching HK, Goushouryuken (LP)



COMBO

GROOVES: ALL

Cross up MK, crouching LK, crouching LP, crouching MK, Gouhadouken (HP)



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Zugai Hasatsu	→ + MP	2/overhead
Tenma Kuujin Kyaku	↘, ↓ + MK	1

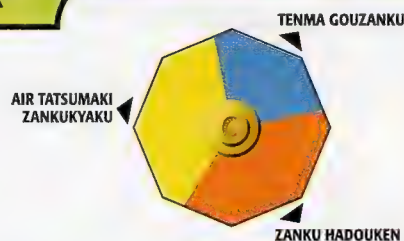
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Messatsu Gouhadou	→ ↘ ↓ ↗ + (x2) + P	Lv1=4, Lv2=6, Lv3=8
Messatsu Goushou	↓ ↘ → ↓ ↗ + P	Lv1=4, Lv2=6, Lv3=7
Tenma Gouzanku	↓ ↘ → (x2) + P	Lv1=4, Lv2=6, Lv3=8/in air
Shun Gokusatsu	LP LP → LK HP	15/Lv3&MAX only

GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Gouhadouken	↓ ↘ → + P	1
Zanku Hadouken	↓ ↘ → + P	1/in air
Shakunetsu Hadouken	→ ↘ ↓ ↗ + P	1-3
Goushoukyu	→ ↓ ↘ + P	3
Tatsumaki Zanku Kyaku	↓ ↘ → + K	2-3/also in air
Hyakkishu	→ ↓ ↘ + K	follow ups
Hyakki Gouzan	(no input)	after Hyakkishu
Hyakki Goushou	P	after Hyakkishu
Hyakki Gousai	→ / ← + P	after Hyakkishu, near opponent's head
Hyakki Gousai	K	after Hyakkishu
Hyakki Gousai	→ / ← + K	after Hyakkishu, near opponent's chest
Ashura Senku	→ ↓ ↘ + (KKK/PPP)	N/A/teleport forward
Ashura Senku	← ↓ ↘ + (KKK/PPP)	N/A/teleport back
Zenpou Tenshin	← ↓ ↘ + P	N/A/Evade

THROWS

NAME	COMMAND	HITS/PROPERTY
Seoi Nage	→ or ← + HP	1/When Close
Jigoku Guruma	→ or ← + HK	1/When Close

Uniform Colors



AKUMA

BALROG

HISTORY

Since his debut in **Street Fighter**, Balrog has been showing his gap-toothed mug in Capcom fighters for quite a while, though under the name Mike. His first appearance as Balrog was in the US release of *Street Fighter 2* where he used his boxing skills to help M. Bison in his quest for world domination.



COMBO

GROOVES: ALL

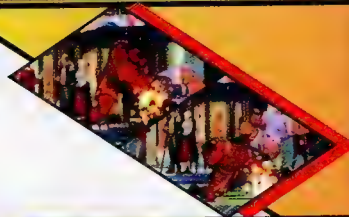
Crouching LP, crouching LK, Dash Ground Straight



COMBO

GROOVES: ALL

Jumping HK, crouching HK



COMBO

GROOVES: ALL

Jumping HK, crouching MP, Buffalo Head Butt



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching LK, Gigaton Blow



COMBO

GROOVES: C

Jumping HK, crouching HP, Lv 2 Crazy Buffalo, Lv 1 Crazy Buffalo



COMBO

GROOVES: A

Jumping HK, [HP + HK], LP, Dash Uppercut (HK) [until meter is almost empty], Lv 1 Crazy Buffalo



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

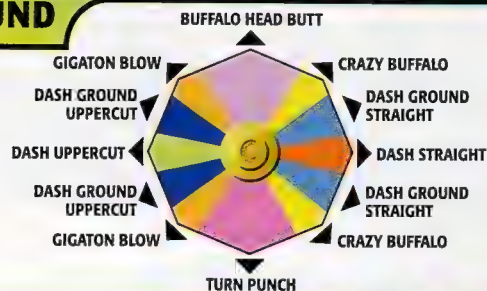
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ or ↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ or ↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ or ↖ / ↗ + HK	1
Jump Up Light Punch	↑ + LP	1
Jump Up Medium Punch	↑ + MP	1
Jump Up Hard Punch	↑ + HP	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Dash Straight	Charge ← → + P	1
Dash Uppercut	Charge ← → + K	1
Dash Ground Straight	Charge ← ↘ + P	1/ Hits Low
Dash Ground Uppercut	Charge ← ↘ + K	1
Turn Punch	Hold PPP or KKK, Release	1/Hold to charge
Buffalo Head Butt	Charge ↓ ↓ + P	1

GROUND



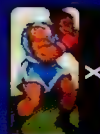
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Crazy Buffalo	Charge ← → ← → + P	Lv1=3, Lv2=4, Lv3=5 K to use Uppercut During Super
Gigaton Blow	Charge ← → ← → + K	6/ Lv3&MAX only

THROWS

NAME	COMMAND	HITS/PROPERTY
Gut Punch	→ or ← + HP	1/When Close
Hip Toss	→ or ← + HK	1/When Close

Uniform
Colors



BALROG

BLANKA

HISTORY

Blanka, the Brazilian fighter who grew up as Billy but was lost in the jungle, made his first appearance in **Street Fighter 2**, bringing with him his vicious, no holds barred clawing and biting tactics as well as his trademark electric attacks.



COMBO

GROOVES: ALL

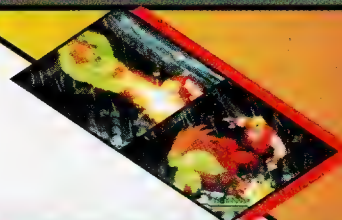
Crouching MK, Rolling Attack



COMBO

GROOVES: ALL

Jumping HK, crouching HK



COMBO

GROOVES: ALL

Jumping HP, Crouching MK, Lv 3 Direct Lightning



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	2
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

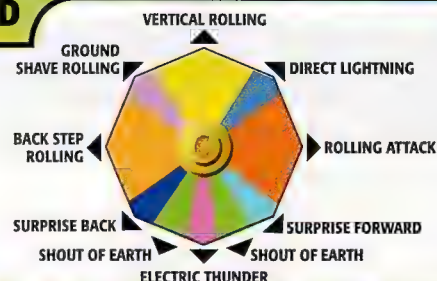
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1
Jump Up Hard Punch	→ + HP	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Head Butt	← + MP	2/Close
Amazon River Run	↖ + HP	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Electric Thunder	Press P Rapidly	1
Rolling Attack	Charge ← → + P	1
Back Step Rolling	Charge ← → + K	1
Vertical Rolling	Charge ↓ ↑ + K	1
Surprise Forward	→ + KKK	N/A / forward dash
Surprise Back	← + KKK	N/A / back dash

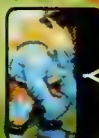
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Direct Lightning	Charge ← → → + P	1
Ground Shave Rolling	Charge ← → → + K	Lv1=2, Lv2=3, Lv3=4
Shout of Earth	Charge ↖ ↗ ↘ ↙ + P	8-9/Lv3&MAX Only Mash buttons for more hits

THROWS

NAME	COMMAND	HITS/PROPERTY
Brazilian Breakfast	→ / ← + HP	1-12/When Close
Rolling Toss	→ / ← + HK	1/When Close

Uniform Colors

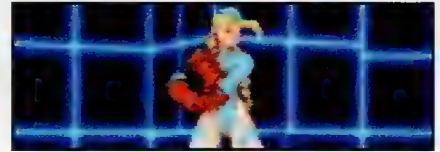


PHAN79

CAMMY

HISTORY

Introduced in **Super Street Fighter 2**, Cammy was originally found and raised by Bison to be an assassin under the grip of the Shadowloo organization, but later developed amnesia after discovering her past and was welcomed into the Delta Red team in England.



COMBO GROOVES: ALL

Crouching MK, Spiral Arrow



COMBO GROOVES: ALL

Crouching LK, Cannon Spike



COMBO GROOVES: ALL

Jumping HK, HP, Cannon Spike



COMBO GROOVES: ALL

Jumping HP, HP, Lv 3 Spin Drive Smasher



COMBO GROOVES: C

Cross up LK, LP, HP, Lv 2 Spin Drive Smasher, Dive Arrow (misses), Lv 1 Reverse Shaft Breaker



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

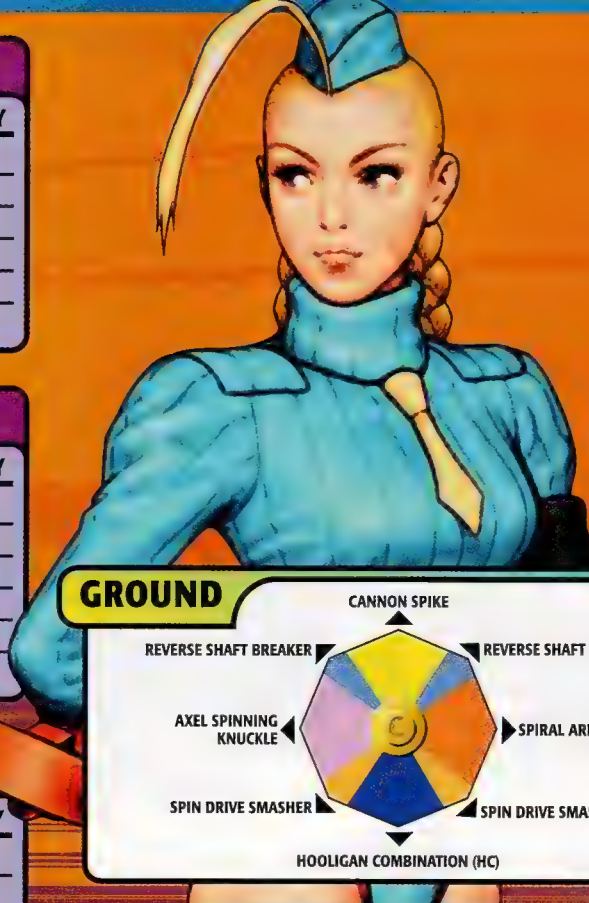
NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SUPER COMBOS

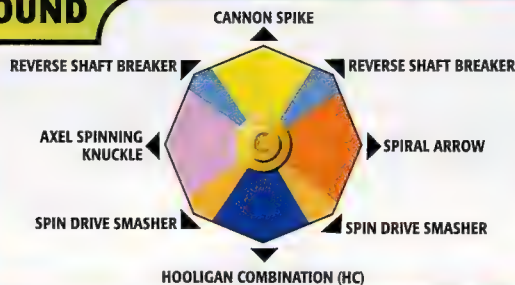
NAME	COMMAND	HITS/SPECIAL PROPERTY
Spin Drive Smasher	↓ ↘ → ↓ ↘ + K	Lv1=6, Lv2=7, Lv3=9
Reverse Shaft Breaker	↓ ↘ ← (x2) + K	Lv1=7, Lv2=7, Lv3=8

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Suplex	→ / ← + HP	1/When Close
Jackhammer	→ / ← + HK	1/When Close
Air Toss	→ / ← / ↓ + HP	1/in air
Leg Takedown	→ / ← / ↓ + HK	1/in air



GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Spiral Arrow	↓ ↘ → + K	1,2
Cannon Spike	→ ↓ ↘ + K	1
Hooligan Combination	↖ ↓ ↘ → ↗ + P	N/A/Follow ups
Razor Edge Slicer	no input	hits low/After Hooligan Combination throw/After Hooligan Combination near ground/After Hooligan Combination 1/After Hooligan Combination/Air Only
Fatal Leg Twister	→ + P	
Cross Scissors Pressure	→ + P	
Hooligan Dive Arrow	K	
Axel Spinning Knuckle	→ ↘ ↓ ↘ ← + P	2
Dive Arrow	↓ ↘ → + K	1/In Air

Uniform Colors



↑ ↓ ← →

CHUN-LI

HISTORY

Always a fan favorite, Chun Li first appeared in **Street Fighter 2** to exact revenge on M. Bison for the death of her father. She joined the military as a way to get at him with the help of Charlie, partner of Guile.



COMBO

GROOVES: ALL

Jumping HP, LP, MP, Kikouken (HP)



COMBO

GROOVES: ALL

Jumping HP, MP, Lv 3 Senetsukyaku



COMBO

GROOVES: ALL

Jumping HP, crouching LP, MP, Kikouken (HP)



COMBO

GROOVES: C

✦ + HK, Lv 2 Kikoushou, Spinning Bird Kick (LK), Lv 1 Kikoushou



COMBO

GROOVES: C

Crouching LP, crouching MP, Lv 2 Houyokusen, Lv 1 Houyokusen



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	2
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1/advances towards opponent
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	2
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Up Kick	→ + MK	1
Housou Kyaku	↓ + MK	1/ in air

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kikouken	← ↘ ↓ ↗ → + P	1
Hyakuretsukyaku	Press K Rapidly	1-3
Spinning Bird Kick	Charge ↓ + K	2/4/6

SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Kikoushou	↓ ↘ → (x2) + P	Lv1=5, Lv2=7, Lv3=8
Houyokusen	↓ ↘ → (x2) + K	Lv1=9, Lv2=13, Lv3=17

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Koshuu Tou	→ / ← + HP	1/When Close
Knee Splitter	→ / ← + HK	2/When Close
Ryuusei Raku	→ / ← / ↓ + HP	1/in air

Uniform
Colors

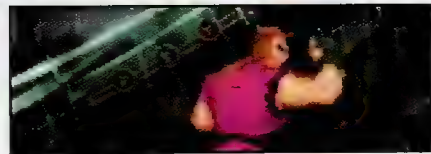


17-NINJHO

DAN

HISTORY

After his father was killed by Sagat, Dan trained in the Shotokan style to exact revenge, but was expelled from the dojo when it was learned why he was training. He took his knowledge and formed his own style known as Saikyou-Ryuu, or Strongest Style. Dan first appeared in **Street Fighter Alpha** and has always been the weakest, and most amusing, fighter in whatever game in which he is present.



COMBO

GROOVES: ALL

Jumping LK, (air) Dankukyaku (MK)



COMBO

GROOVES: ALL

LP, Kouryuku (LP)



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Gadouken



COMBO

GROOVES: ALL

Cross up MK, crouching LP, crouching MP, Lv 3 Shinku Gadouken



COMBO

GROOVES: C

Cross up MK, crouching LP, crouching LK, Lv 2 Hissyo Buraiken, Lv 1 Hissyo Buraiken



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	2
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Gadouken	↓ ↘ → + P	1
Dankukyaku	↓ ↙ ← + K	1-3/ Air
Kouryuren	→ ↓ ↘ + P	1
Forward Taunt	↓ ↘ → + Taunt	N/A
Back Taunt	↓ ↙ ← + Taunt	N/A

GROUND



AIR



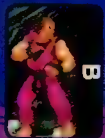
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Shinku Gadouken	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5
Hissyo Buraiken	↓ ↙ ← (x2) + K	Lv1=5, Lv2=7, Lv3=11
Kouryuren	↓ ↘ → (x2) + K	Lv1=4, Lv2=5, Lv3=6
Chohatsu Densetsu	↓ ↘ → (x2) + Taunt	N/A/Refills Super Meter

THROWS

NAME	COMMAND	HITS/PROPERTY
Taunting Toss High	→ / ← + HP	1/When close
Taunting Toss Low	→ / ← + HK	1/When close

Uniform Colors



27

DHALSIM

HISTORY

Dhalsim brought his strange style of fighting based on Yoga to the table in **Street Fighter 2**. Dhalsim does not fight for fame or fortune, but to better his mind and body.



COMBO

GROOVES: ALL

Yoga fire(LP), HP



COMBO

GROOVES: ALL

↘ + MK, Lv 3 Yoga Stream



COMBO

GROOVES: ALL

← + MP, Yoga Fire



COMBO

GROOVES: C

↘ + MK, Lv 2 Yoga Stream, Lv 1 Yoga Volcano



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

SHORT STANDING /UP CLOSE/ JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Short Light Punch	← + LP	Ground / Air
Short Medium Punch	← + MP	Ground / Air
Short Hard Punch	← + HP	Ground / Air
Short Light Kick	← + LK	Ground / Air
Short Medium Kick	← + MK	Ground / Air
Short Hard Kick	← + HK	Ground / Air

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Drill Head-Thrust	↓ + HP	1/ in air
Drill Kick	↓ + K	1/in air

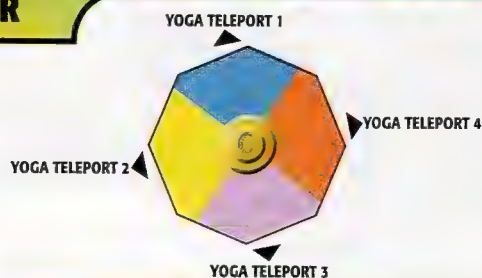
SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Stream	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5
Yoga Volcano	↓ ↘ → (x2) + K	Lv1=3, Lv2=4, Lv3=5
Yoga Tempest	→ ↘ ↓ ↖ → (x2) + P	5/Lv3&MAX only

GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Fire	↓ ↘ → + P	1
Yoga Flame	→ ↘ ↓ ↖ → + P	1
Yoga Blast	→ ↘ ↓ ↖ → + K	1
Yoga Teleport Forward	→ ↓ ↘ + PPP / KKK	N/A/ evade
Yoga Teleport Back	← ↓ ↘ + PPP / KKK	N/A/ evade

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Yoga Smash	→ / ← + HP	1-12/When Close Mash for hits
Yoga Throw	→ / ← + HK	1/When Close

Uniform Colors



WIS7AHQ

E. HONDA

HISTORY

The Sumo wrestling Edmond Honda first appeared back in **Street Fighter 2** to prove that Sumo was a valid form of combat, and not just a sport. Honda throws his weight around quite well and is strong in the hands of a capable fighter.



COMBO

GROOVES: ALL

Crouching LK, Super Zutsuki (HP)



COMBO

GROOVES: ALL

Jumping HK, crouching HK



COMBO

GROOVES: C

Jumping HK, crouching LK, Lv 2 Onimusou, Hykuretsu Harite (HP)



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	2
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1/Knockdown
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	2
Crouching Hard Kick	↓ + HK	1

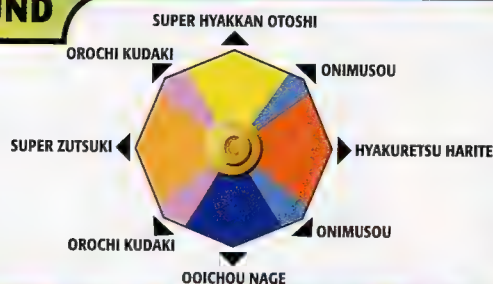
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sumo Trip	→ + HK	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hyakuretsu Harite	Press P Rapidly	1-6
Super Zutsuki	Charge ← → + P	1
Super Hyakkan Otoshi	Charge ↓ ↑ + K	1
Ooichou Nage	→ ↘ ↓ ↙ ← ↗ ↖ ↠ + P	2/throw

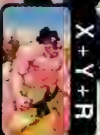
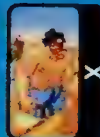
SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Onimusou	Charge ← → ← → + P	Lv1=3, Lv2=5, Lv3=10
Orochi Kudaki	→ ↘ ↓ ↙ ← ↗ ↖ ↠ (x2) + P	Lv3&MAX Only 3/throw

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Tawara Nage	→ / ← + HP	1/When Close
Saba Ori	→ / ← + HK	8-10/When Close/Mash for Hits

Uniform Colors



DOJO

EAGLE

HISTORY

His first and only appearance up to this point has been in the original **Street Fighter**. He brings his English style of brawling and his sticks to *Capcom vs SNK 2* in the hopes of winning both fame and fortune.



COMBO

GROOVES: ALL

Jumping HP, crouching MP, Manchester Black (HP)



COMBO

GROOVES: ALL

Jumping HP, MP, Oxford Red



COMBO

GROOVES: ALL

Jumping HK, HP, Union Jack Platinum



COMBO

GROOVES: ALL

MP, St. Andrew Green



COMBO

GROOVES: C

Jumping HP, crouching LP, crouching LK, Lv 2 Union Jack Platinum, Lv 1 Manchester Gold



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	2
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	2
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

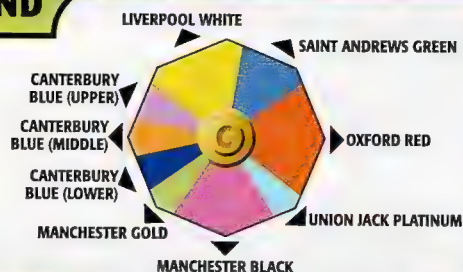
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Manchester Black	↓ ↘ ← + P	1
Canterbury Blue Low	↓ ↘ → + HP	1/Hold HP to Delay
Canterbury Blue Mid	↓ ↘ → + MP	1/Hold MP to Delay
Canterbury Blue High	↓ ↘ → + LP	1/Hold LP to Delay
Oxford Red	← ↘ ↓ ↗ + K	5/7/9
Liverpool White	↓ ↘ ← + K	1
St. Andrews Green	→ ↓ ↘ + P	1/Deflects Projectiles

GROUND



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Manchester Gold	↓ ↘ ← (x2) + P	Lv1=7, Lv2=9, Lv3=13
Union Jack Platinum	↓ ↘ → (x2) + P	Lv1=9, Lv2=12, Lv3=17

THROWS

NAME	COMMAND	HITS/PROPERTY
Impact	→ / ← + HP	1/When Close
Noogie	→ / ← + HK	1/When Close



Uniform Colors



EVIL RYU

HISTORY

Evil Ryu made his appearance in **Street Fighter Alpha 2** after Ryu succumbed to the same evil power that Akuma possesses. His Shotokan karate has now become even more powerful, and more uncontrollable.



COMBO

GROOVES: ALL

Crouching HP, Hadouken



COMBO

GROOVES: ALL

Jumping HK, HP, Shouryuken (LP)



COMBO

GROOVES: ALL

Cross up HK, crouching HK, Tatsumaki Senpukyaku (LK), Shoryuken (LP)



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

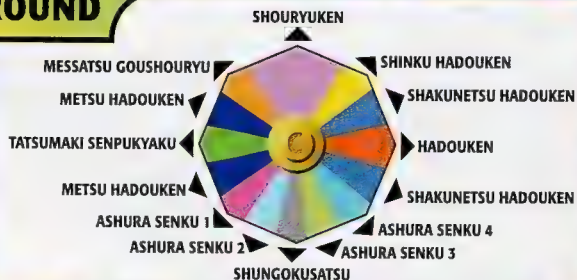
SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sakotsu Wari	→ + MP	2/overhead
Demouu Kyaku	→ + MK	1
Tenna Kuujin Kyaku	↘, ↓ + MK	1/in air

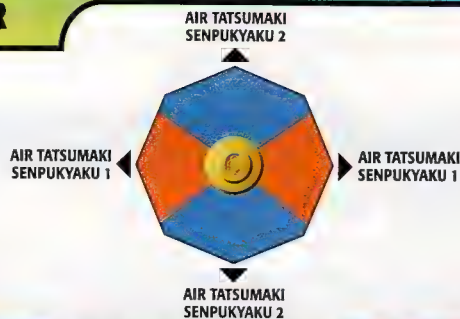
THROWS

NAME	COMMAND	HITS/LEVEL/PROPERTY
Iron Nage	→ / ← + HP	1/When Close
Tomoe Nage	→ / ← + HK	1/When Close

GROUND



AIR



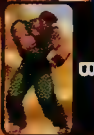
SPECIAL ATTACKS

NAME	COMMAND	HITS/LEVEL/PROPERTY
Hadouken	↓ ↘ → + P	1
Shouryukun	→ ↓ ↘ + P	3
Tatsumaki Senpukyaku	↓ ↘ ← + K	1,3/can be done in air
Shakunetsu Hadouken	← ↘ ↓ → + P	1/knocks down up close
Ashura Senku Forward	→ ↓ ↘ + PPP / KKK	N/A/teleport forward
Ashura Senku Back	← ↓ ↘ + PPP / KKK	N/A/teleport back

SUPER COMBOS

NAME	COMMAND	HITS/LEVEL/PROPERTY
Messatsu Goushouryukun	↓ ↘ → ↓ ↘ + P	Lv1=4, Lv2=6, Lv3=7
Shinku Hadouken	→ ↘ ↓ ↘ (x2) + P	Lv1=3, Lv2=4, Lv3=5
Shungokusatsu	LP LP → LK HP	15/Lv3&MAX only
Metsu Hadouken	→ ↘ ↓ ↘ (x2) + K	5/Lv3&MAX only/Dizzy

Uniform Colors



EVIL RYU

GUILE

HISTORY

Guile first appeared in **Street Fighter 2** to avenge the death of his friend Charlie at the hands of M. Bison. Guile aims to take M. Bison down with his Special Forces style of fighting.



COMBO

GROOVES: ALL

Crouching LP, Sonic Boom



COMBO

GROOVES: ALL

Jumping MK, crouching LP, crouching LK, Somersault Kick (HK)



COMBO

GROOVES: ALL

Cross up LK, crouching HP, Lv 3 Sonic Hurricane



COMBO

GROOVES: C, A, N

Sonic Boom (LP), Roll (LP + LK), crouching LP, Somersault Kick (HK)



COMBO

GROOVES: C

Jumping MK, LP, LK, Lv 2 Total Wipeout, Lv 1 Somersault Strike



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

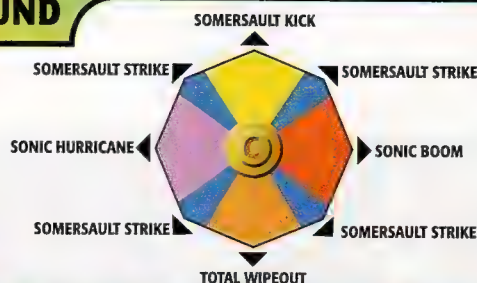
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Spinning Back Knuckle	→ + HP	1
Reverse Spin Kick	→ / ← + HK	1/When Close
Jumping Sobat	→ / ← + MK	1
Leaping Knee	→ / ← + LK	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Sonic Boom	Charge ← → + P	1
Somersault Kick	Charge ↓ ↑ + K	1

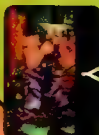
SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Total Wipeout	Charge ← → ← → + K	Lv1=3, Lv2=4, Lv3=5
Somersault Strike	Charge ↖ ↗ ↘ + K	Lv1=6, Lv2=8, Lv3=10
Sonic Hurricane	Charge ← → ← → + P	12/Lv3&MAX Only

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shoulder Throw	→ / ← + HP	1/When Close
Dragon Suplex	→ / ← + HK	1/When Close
Shoulder Throw	→ / ← / ↓ + HP	1/in air
Flying Buster Drop	→ / ← / ↓ + HK	1/in air

Uniform Colors



ENDING

KEN

HISTORY

Friend and rival of Ryu, Ken trained under the same Shotokan teacher and the two share very similar styles of fighting. Ken has seemed to develop his kicks into a powerful arsenal over the years since his first appearance in **Street Fighter** and his Shoryuken burns with inner fire.



COMBO

GROOVES: ALL

Crouching LK, crouching LP, Tatumaki Sempu Kyaku (HK)



COMBO

GROOVES: ALL

Jumping MK, crouching MK, Oosotomawashi Kick



COMBO

GROOVES: ALL

Jumping HK, crouching HK, Lv 3 Shinryuken



COMBO

GROOVES: C

Jumping HP, HP, Lv 2 Shoryureppa, Front Rolling Move (LP), LP Shouryuken, Lv 1 Shinryuken



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

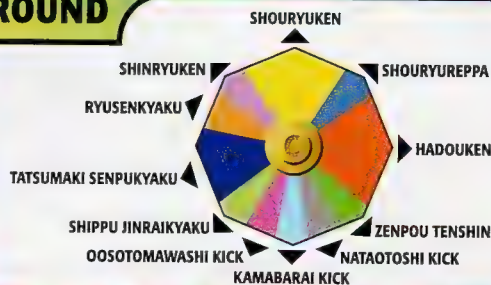
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

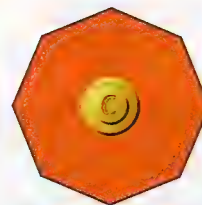
SPECIAL NORMALS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Inazuma Kakato Wari	→ + MK	1/overhead
Hi Smasher	→ + HK	1
Nataotoshi Kick	← ↘ ↓ ↗ + LK	1/2/1/Hold K
Kamabarai Kick	← ↘ ↓ ↗ + MK	to modify to
Oosotomawashi Kick	← ↘ ↓ ↗ + HK	Inazuma Kakato Wari

GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Hadouken	↓ ↘ → + P	1
Shouryukun	→ ↓ ↘ + P	1/2/3
Tatsumaki Senpu Kyaku	↓ ↘ ← + K	1-5/Air
Zenpou Tenshin	↓ ↘ ← + P	N/A / evade
Ryusenkyaku	← ↓ ↘ + K	1

SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Shippu Jinrai Kyaku	↓ ↘ ← (x2) + K	11 / LV3&MAX only
Shoryu Reppa	↓ ↘ → ↓ ↘ + P	Lv1=4, Lv2=6, Lv3=7
Shinryuken	↓ ↘ → ↓ ↘ + K	Lv1=9, Lv2=13, Lv3=17 Mash for more hits

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Jigoku Guruma	→ / ← + HP	1/When Close
Tsukami Hizagen	→ / ← + HK	1/When Close
Jigoku Fuusha	→ / ← / ↓ + HK	1/in air

Uniform Colors



NEHI

KYOSUKE

HISTORY

Kyosuke has joined the cast of *Capcom vs. SNK 2* via **Rival Schools**, a popular Capcom fighter and has retained his array of chain attacks, air combos and ability to team up with classmates in a powerful attack.



COMBO

GROOVES: ALL

Crouching LK, Shadow Cut Kick



COMBO

GROOVES: ALL

↘ + HK, jumping LP, jumping MP, jumping HP, jumping HK



COMBO

GROOVES: ALL

Jumping HP, crouching HP, Lightning Upper



COMBO

GROOVES: ALL

Jumping HP, crouching MK, Final Grade Remix



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL NORMALS

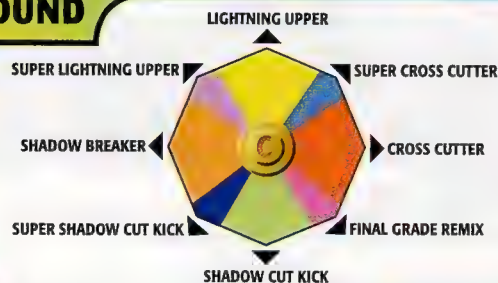
NAME	COMMAND	HITS/PROPERTY
Launcher	↖ + HK	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Gen'ei Toss	→ / ← + HP	1/When Close
Gen'ei Knee	→ / ← + HK	1/When Close



GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Shadow Wave	↓ ↘ → + P	1/In Air
Cross Cutter	↓ ↘ → + P	1 Far/2 Close
Shadow Breaker	↓ ↘ → + P	1/Overhead
Lightning Upper	→ ↓ ↘ + P	1
Shadow Cut Kick	↓ ↘ → + K	1/In Air

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Super Cross Cutter	↓ ↘ → (x2) + P	Lv1=4, Lv2=5, Lv3=6
Super Lightning Upper	↓ ↘ → (x2) + P	Lv1=4, Lv2=5, Lv3=6
Super Shadow Cut Kick	↓ ↘ → (x2) + K	Lv1=7, Lv2=10, Lv3=13/In Air
Final Grade Remix	→ ↘ ↓ ↘ → (x2) + K	14/Lv3&MAX Only

Uniform Colors



SHINSOH

M. BISON

HISTORY

M. Bison is the embodiment of evil. The leader of the Shadoloo organization and a powerful combatant, he has been terrorizing the world with his Psycho Power since he first appeared in **Street Fighter 2**.



COMBO

GROOVES: ALL

Jumping HP, crouching MP, Psycho Crusher



COMBO

GROOVES: ALL

Cross up HK, crouching LP, crouching LK, Double Knee Press (LK)



COMBO

GROOVES: ALL

Cross up HK, crouching MK, Lv 3 Knee Press Nightmare



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1/Slide

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Punch	↑ + LP	1
Jump Up Hard Punch	↑ + HP	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Psycho Vanish	→ ↓ ↖ + P	1-5/Reflects Projectiles
Psycho Crusher	Charge ← → + P	2
Double Knee Press	Charge ← → + K	2
Head Press	Charge ↓ ↑ + K	1/Follow up
Somersault Skull Diver	P	1/After Head Press
Devil Reverse	Charge ↓ ↑ + P, P	1
Bison Warp	→ ↓ ↖ + PPP / KKK	N/A/Evade

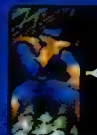
SUPER COMBOS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Knee Press Nightmare	Charge ← → ← → + K	Lv1=4, Lv2=5, Lv3=8
Mega Psycho Crusher	Charge ← → ← → + P	8/Lv3&MAX Only

THROWS

NAME	COMMAND	HITS/SPECIAL PROPERTY
Deadly Throw	→ / ← + HP	1/When Close
Death Tower	→ / ← + HK	2/When Close

Uniform Colors



W. BISON

MAKI

HISTORY

Maki brings her Bushin Style of fighting straight out of **Final Fight**, a Capcom sidescroller of much fame. Her chains and running attacks are very similar to Guy, from Final Fight and previous Street Fighter games.



COMBO

GROOVES: ALL

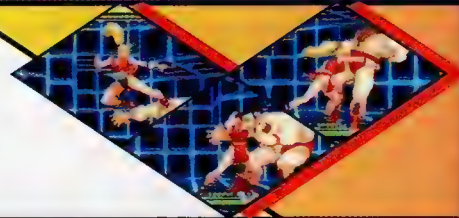
LP, MP, HP, HK



COMBO

GROOVES: ALL

Jumping HK, HP, Tengu Daoshi



COMBO

GROOVES: ALL

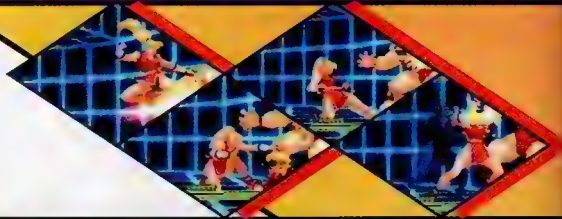
Jumping HK, crouching HP, Lv 3 Tesshin Hou



COMBO

GROOVES: C

Jumping HK, crouching LP, crouching LK, Lv 2 Bushin Gouraiha, Lv 1 Bushin Gouraiha



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Final Chain	LP MP HP HK	4
Final Chain 2	LP MP HP ↓ + HP	4
Short Stick	↓ + MP	1/in air

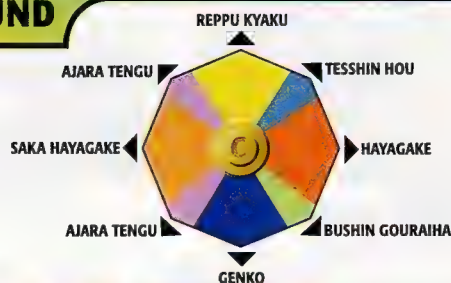
THROWS

NAME	COMMAND	HITS/PROPERTY
Bushin Toss	→ / ← + HP	2/When Close
Bushin Knees	→ / ← + HK	8-9/When Close

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Bushin Gouraiha	↓ ↘ → (x2) + P	Lv1=5, Lv2=6, Lv3=8
Tesshin Hou	↓ ↘ → (x2) + K	Lv1=3, Lv2=4, Lv3=8
Ajara Tengu	→ ↘ ↓ ↖ ← ↗ + (x2) + P	Lv1=3, Lv2=3, Lv3=5/Air Only

GROUND



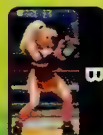
AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Genko	↓ ↘ → + P	1
Hayagake	↓ ↘ → + K	N/A/Follow ups
Jyaku De Wazaga	LK	Stops Hayagake/
Hassei		After Hayagake
Chuu De Wazaga	MK	2/Throw/After
Hassei		Hayagake
Kyou De Wazaga	HK	2/Throw/After
Hassei		Hayagake
Saka Hayagake	↓ ↘ ← + K	N/A/Follow ups
Saka Jyaku	LK	Stops Hayagake/
De Wazaga Hassai		After Hayagake
Saka Chuu	MK	Jump Forward/
De Wazaga Hassai		After Hayagake
Saka Kyou	HK	Jump Back/After
De Wazaga Hassai		Hayagake
Tengu Daoshi	← ↘ ↓ ↗ → + P	2/Throw/Air Only
Hassou Kyaku	↓ ↘ ← + P	Air and Near Wall
		Only
Hassoukyaku	↓ ↘ ← + K	Air and Near Wall
Modified		Only
Reppuu Kyaku	KKK	1/Removes
		Maki's Life

Uniform
Colors

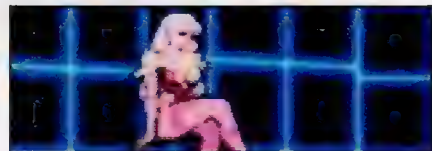


MAKI

MORRIGAN

HISTORY

The succubus made her first appearance in **Darkstalkers** and has since become popular enough to land in many Capcom fighters. She derives her power from the forces of darkness and can hold her own against any adversary.



COMBO

GROOVES: ALL

LP, LK, MP, crouching HK



COMBO

GROOVES: ALL

LP, LK, MK, crouching HP



COMBO

GROOVES: ALL

Jumping MP, LP, HP, Shadow Blade



COMBO

GROOVES: ALL

Cross up MK, LP, LK, MP, HP, Darkness Illusion



COMBO

GROOVES: C

Jumping ↓ + HK, crouching MP, Lv 2 Cardinal Blade, Lv 1 Air Soul Eraser



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	4

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

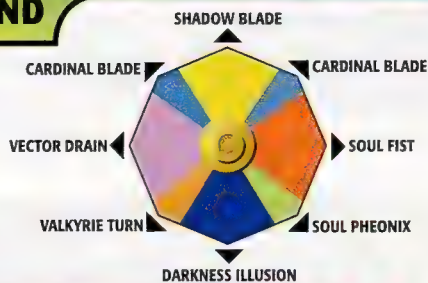
NAME	COMMAND	HITS/PROPERTY
Shell Kick	↓ + HK	1-3/in air

THROWS

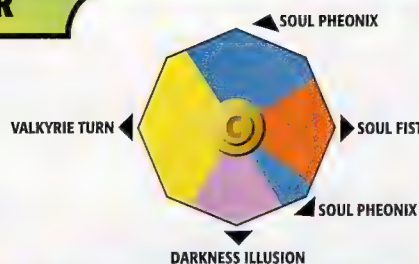
NAME	COMMAND	HITS/PROPERTY
Shoulder Toss	→ / ← + HP	1/When Close
Soul Launch	→ / ← + HK	1/Throws to wall



GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Soul Fist	↓ ↘ → + P	1/In Air
Shadow Blade	→ ↓ ↘ + P	1
Vector Drain	→ ↘ ↓ ↘ → + P	1/Throw

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Soul Phoenix	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5
Air Soul Phoenix	↓ ↘ → (x2) + P	Lv1=2, Lv2=3, Lv3=4
Cardinal Blade	↓ ↘ → ↓ ↘ + K	8
Valkyrie Turn	→ ↘ ↓ ↘ → + K, K	Lv1=14, Lv2=19, Lv3=25/Air
Darkness Illusion	LP LP → LK HP	27/Lv3&MAX Only

Uniform
Colors

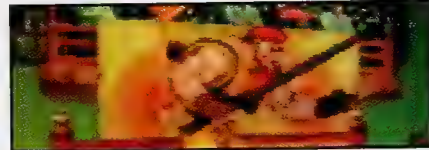


MORRIGAN

ROLENTO

HISTORY

Rolento originally appeared as one of the enemies in **Final Fight**, but rocketed to fame in **Street Fighter Alpha 2**. Rolento uses guerilla warfare techniques to wear down his opponents and then blows them to pieces with his arsenal.



COMBO

GROOVES: ALL

Crouching MK, Patriot Circle



COMBO

GROOVES: ALL

Stinger(HK), Crouching HP



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Patriot Circle



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Lv 3 Take No Prisoners



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

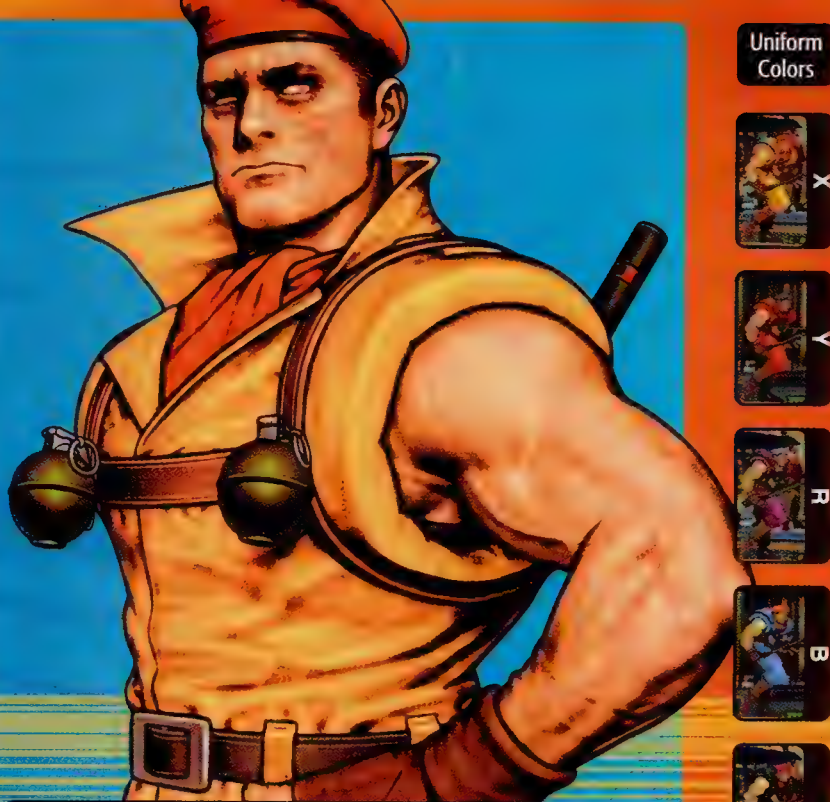
NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	3
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	3
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Spike Rod	↓ + MK	1/in air
Fake Rod	→ + MK	1
Trick Landing	KKK	N/A After jump, just before landing



GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Patriot Circle	↓ ↘ → + P	4-11/Repeat 3 times
Stinger	→ ↓ ↘ + K, P / K in Air	1
Mekong Delta Air Raid	↓ ↘ → + P, P	1
Mekong Delta Escape	↓ ↘ → + K, P / K	1
Mekong Delta Attack	PPP, P when on ground	1
Scouter Jump	KKK	N/A/Follow with any Air Attack

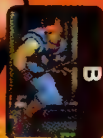
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Mine Sweeper	↓ ↘ → (x2) + P	Lv1=2, Lv2=3, Lv3=4
Take No Prisoners	↓ ↘ → (x2) + P	1
Steel Rain	↓ ↘ → (x2) + K	Lv1=3, Lv2=4, Lv3=6

THROWS

NAME	COMMAND	HITS/PROPERTY
Mekong Repel	→ / ← + HP	1/When Close
The Plant	→ / ← + HK	1/When Close

Uniform
Colors



ROLIENJO

RYU

HISTORY

Ryu is perhaps the most recognizable face in fighting game history. Ryu's Shotokan karate is always being pushed to the limit, and Ryu is constantly striving to become the best fighter he can be. Not interested in money or fame, Ryu fights for himself. Ryu made his first appearance as the star character in the original **Street Fighter**.



COMBO

GROOVES: ALL

Crouching MK, Hadouken



COMBO

GROOVES: ALL

Jumping HK, Crouching HP, Hadouken



COMBO

GROOVES: ALL

Cross up MK, Crouching MK, Shin Shouryuken



COMBO

GROOVES: ALL

Jumping HP, crouching MP, Crouching MK, Lv 3 Shinku Hadouken



COMBO

GROOVES: C

Cross up MK, crouching LP, crouching HP, Lv 2 Shinku Hadouken ,
Lv 1 Shinku Hadouken



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Shouryuken Wari	→ + MP	2/overhead
Shouryuken Kudaki	→ + HP	1
Shouryuken Kyaku	→ + MK	1
Shouryuken Air Upper	↗ + MP	1-2/in air

TWO THROWS

NAME	COMMAND	HITS/PROPERTY
Shouryuken Nage	→ / ← + HP	1/When Close
Shouryuken Nage	→ / ← + HK	1/When Close



GROUND



AIR



AIR TATSUMAKI SENPUKYAKU

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Hadouken	↓ ↘ → + P	1
Shouryuken	→ ↓ ↘ + P	1
Tatsumaki Senpukyaku	↓ ↘ ← + K	1/also in air
Shakunetsu Hadouken	← ↗ ↓ ↘ → + P	1/knocks down up close

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Shinku Hadouken	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5
Shinku Tatsumaki Senpukyaku	↓ ↘ ← (x2) + K	Lv1=6, Lv2=9, Lv3=13
Shin Shouryuken	↓ ↘ → ↓ ↘ + K	4/Lv3&MAX only

Uniform Colors



RYU

SAGAT

HISTORY

Sagat appeared in **Street Fighter** as Ryu's nemesis, and the scar Sagat bears on his chest is from that final battle. Sagat fights with an intense Muai Tai kickboxing style that is as fluid as it is powerful.



COMBO

GROOVES: ALL

Crouching MK, Ground Tiger Shot



COMBO

GROOVES: ALL

Jumping HK, standing MK, Tiger Uppercut (HP)



COMBO

GROOVES: ALL

Cross up LK, crouching LK, standing LP, crouching MK, Lv 3 Tiger Genocide



COMBO

GROOVES: ALL

Cross up LK, standing MP, Tiger Uppercut (HP)



COMBO

GROOVES: C

Jumping HK, crouching MK, Lv 2 Tiger Raid, Lv 1 Ground Cannon



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	2
Medium Kick	MK	2
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

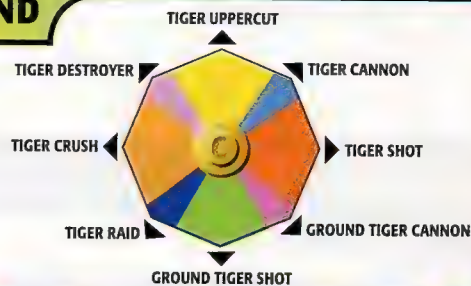
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Tiger Shot	→ ↘ + P	1
Ground Tiger Shot	→ ↘ + K	1
Tiger Uppercut	→ ↓ ↘ + P	1-5
Tiger Crush	→ ↓ ↘ + K	1-2

GROUND



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Tiger Destroyer	↓ ↘ → ↓ ↘ + K	Lv1=7, Lv2=10, Lv3=14
Tiger Raid	↓ ↘ → (x2) + K	Lv1=6, Lv2=7, Lv3=7
Tiger Cannon	↓ ↘ → (x2) + P	Lv1=4, Lv2=5, Lv3=6
Ground Tiger Cannon	↓ ↘ → (x2) + P	Lv1=4, Lv2=5, Lv3=6

THROWS

NAME	COMMAND	HITS/PROPERTY
Tiger Carry	→ / ← + HP	1/When Close
Tiger Rage	→ / ← + HK	5-6/When Close

Uniform
Colors



SAAGAT

SAKURA

HISTORY

Sakura is Ryu's biggest fan and tries to emulate his Shotokan karate. Having been rejected as Ryu's pupil, Sakura fights to teach herself how to be a Shotokan fighter! Sakura made her debut in **Street Fighter Alpha 2**.



COMBO

GROOVES: ALL

Crouching HP, Hadousho (LP)



COMBO

GROOVES: ALL

Cross up MK, LP, LK, Kuoken (HP)



COMBO

GROOVES: ALL

Crouching LK, crouching LK, crouching LK, Midarezakura



COMBO

GROOVES: ALL

Cross up MK, crouching LK, standing LP, crouching MK, Lv3 Skinku Hadouken



COMBO

GROOVES: C

Cross up MK, Crouching LP, crouching HP, Lv 2 Haruichiban, Kuoken (HP)



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

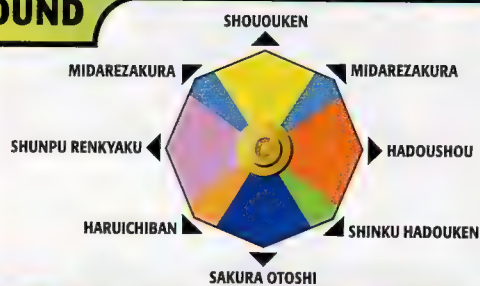
NAME	COMMAND	HITS/PROPERTY
Power Kick	→ + MK	1

TROWS

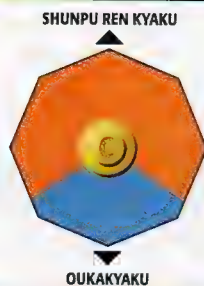
NAME	COMMAND	HITS/PROPERTY
Sakura Jime	→ / ← + HP	6-7/When Close
Water Shoot	→ / ← + HK	1/When Close



GROUND



AIR



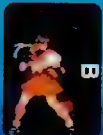
SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Hadoushou	↓ ↘ → + P	1-3
Shououken	→ ↓ ↘ + P	1-5
Shunpu Renkyaku	↓ ↘ ← + K	1-3/In Air
Shunpu Renkyaku Extension	↓ ↘ ← + K	1/after Shunpuu Renkyaku
Oukakyaku	↓ ↘ → + K	1/Air Only
Sakura Otoshi	↓ → ↘ + K,P,P,P	3

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Shinku Hadouken	↓ ↘ → (x2) + P	Lv1=3,Lv2=4,Lv3=5
Haruichiban	↓ ↘ ← (x2) + K	Lv1=5,Lv2=6,Lv3=7
Midarezakura	↓ ↘ → ↓ ↘ + K	Lv1=4,Lv2=6,Lv3=9

Uniform
Colors



SAKURA

SHIN AKUMA

HISTORY

The embodiment of total power, Shin Akuma is an out of control Shotokan killer. Shin Akuma possesses incredible power and he attacks without remorse. Shin Akuma first reared his head in **Street Fighter Alpha 2**.



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Gouhadouken



COMBO

GROOVES: ALL

Cross up HK, crouching LP, crouching HP, Gouhadouken



COMBO

GROOVES: ALL

Cross up HK, crouching MK, Gouhadouken



COMBO

GROOVES: ALL

Jumping HK, Lv 3 Tenma Gouzanku



COMBO

GROOVES: ALL

Gouhadouken (LP), Misogi



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1
Jump Up Medium Kick	↑ + MK	1
Jump Up Hard Kick	↑ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Tenma Kuujin Kyaku	↘, ↓ + MK	1
Shungokusatsu	→ + MP	2/Overhead

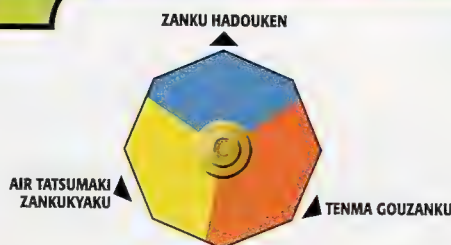
THROWS

NAME	COMMAND	HITS/PROPERTY
Grab Nage	→ / ← + HP	1/When Close
Throw Nage	→ / ← + HK	1/When Close

GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Gouhadouken	↓ ↘ → + P	1
Shakunetsu Hadouken	→ ↘ ↓ ↙ ← + P	1-3
Goushoryuken	→ ↓ ↘ + P	3
Zanku Hadouken	↓ ↘ → + P	1/Air Only
Tatumaki Zankukyaku	↓ ↘ ← + K	1-3/In Air
Tenma Shuretto	↓ ↓ + PPP/KKK	1/Counter/ P High-Mid/K Low
Ashura Senku	→ ↓ ↘ + PPP/KKK	N/A / Evade / P Longer Dist
Reverse Ashura Senku	← ↓ ↘ + PPP/KKK	N/A / Evade / P Longer Dist

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Tenma Gouzanku	↓ ↘ → (x2) + P	Lv1=4, Lv2=6, Lv3=8/Air Only
Messatsu Goushoryu	↓ ↘ → ↓ ↘ + P	Lv1=4, Lv2=6, Lv3=7
Messatsu Gouhadou	→ ↘ ↓ ↙ ← (x2) + P	Lv1=4, Lv2=6, Lv3=8
Misogi	→ ↘ ↓ ↙ ← (x2) + KKK	1/Lv3&MAX Only
Shungokusatsu	LP LP → LK HP	33/Lv3&MAX Only

Uniform
Colors



BURNING NINJA

VEGA

HISTORY

Vega appeared as a mid boss in **Street Fighter 2**. Vega's Spanish fighting style is reminiscent of the matadors of his home country, and is quite effective. Vega is a member of the notorious Shadowloo crime syndicate run by Bison.



COMBO

GROOVES: ALL

Jumping HP, crouching LP, Scarlet Terror



COMBO

GROOVES: ALL

Jumping HP, crouching LP, Red Impact



COMBO

GROOVES: ALL

Jumping HP, crouching LP, crouching MP



COMBO

GROOVES: ALL

Crouching LP, Lv 3 Scarlet Terror



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

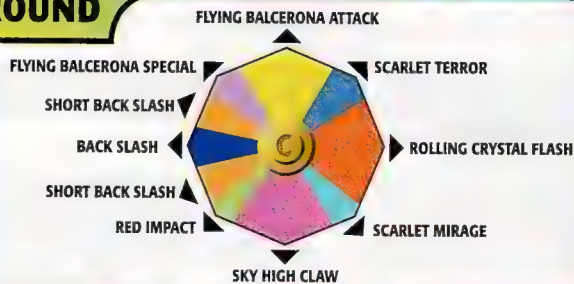
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1
Jump Up Light Kick	↑ + LK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Wall Jump	↗ At Wall	N/A
Back Slash	PPP	N/A
Short Back Slash	KKK	N/A
Leaping Ax Kick	→ + MK	1
Leaping Roundhouse	→ + HK	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Rolling Crystal Flash	Charge ← → + P	3/4/5
Scarlet Terror	Charge ↘ → + K	1/2/2
Sky High Claw	Charge ↓ ↑ + P	1
Flying Barcelona Attack	Charge ↓ ↑ + K, P	1
Izuna Drop	Charge ↓ ↑ + K, → / ← / ↓ + P	1/Close/Throw

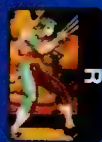
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Flying Barcelona Special	Charge ↘ ↘ ↘ + K, P	Lv1=2, Lv2=3, Lv3=4
Rolling Izuna Drop	Charge ↘ ↘ ↘ + K, → + P	Lv1=2, Lv2=3, Lv3=4 /Throw
Scarlet Mirage	Charge ← → → + K	Lv1=5, Lv2=6, Lv3=8
Red Impact	Charge ← → → + P	2/Lv3&MAX Only

THROWS

NAME	COMMAND	HITS/PROPERTY
Rainbow Suplex	→ / ← + HP	1
Stardust Drop	→ / ← + HP	1/in air
Carmain Flip	→ / ← + HK	1

Uniform
Colors



VEGA

YUN

HISTORY

Yun made his fighting debut in **Street Fighter 3** as part of a team that included his brother Yang. Yang even pops in from time to time to help Yun in *Capcom vs. SNK*.



COMBO

GROOVES: ALL

Crouching MK, Zesshou Hohou



COMBO

GROOVES: ALL

MP, HP, ← + HP



COMBO

GROOVES: ALL

Tetiuzankou, Nishoukyaku



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Hiten Shouryujin



COMBO

GROOVES: ALL

Jumping MK, LP, LK, MP, Lv 3 Raijin Mahken



COMBO

GROOVES: ALL

Jumping MK, MP, HP, You Hou



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	2
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Hard Punch	↑ + HP	1

SPECIAL NORMALS

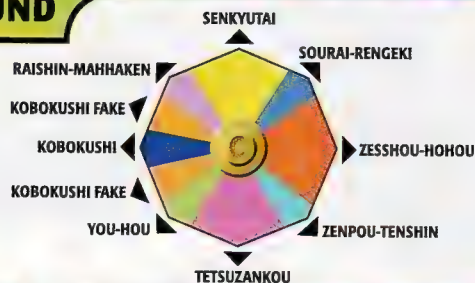
NAME	COMMAND	HITS/PROPERTY
Rolling Kyaku	→ + MK	1
Teigeki Shu	↘ + MK	1/in air

TROWS

NAME	COMMAND	HITS/PROPERTY
Genom Impact	→ / ← + HP	1/When Close
Monkey Toss	→ / ← + HK	1/When Close



GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Zesshou-Hohou	↓ ↘ → + P	1
Tetsuzankou	→ ↓ ↘ + P	1
Kobokushi	↓ ↘ ← + P	1
Senkyutai	↓ ↘ → + K	1
Zenpou-Tenshin	→ ↘ ↓ ↘ ← + K	1/Throw

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Sourai-Rengeki	↓ ↘ → (x2) + P	Lv1=4, Lv2=6, Lv3=8
Raishin Mahhaken	↓ ↘ → (x2) + K	Lv1=11, Lv2=15, Lv3=19
You Hou	↓ ↘ ← (x2) + P	3/Lv3&MAX Only
Hiten Shouryujin	↓ ↘ ← (x2) + K	13/Lv3&MAX Only/Air Only

Uniform
Colors

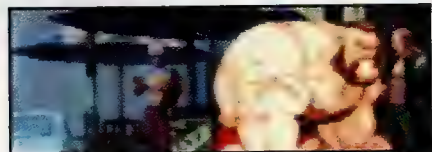


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ZANGIEF

HISTORY

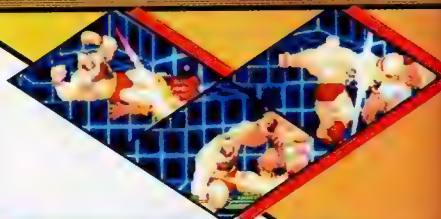
The Russian bear is the original big, slow, powerful wrestler from **Street Fighter 2**. The Screw Pile Driver has become one of the most famous fighting game moves of all time. Zangief is still a force to be reckoned with, only growing better with age.



COMBO

GROOVES: ALL

Jumping HK, crouching LK, Double Lariat



COMBO

GROOVES: ALL

Jumping ↓ + HP, crouching LP, crouching LP, crouching LK



COMBO

GROOVES: A

Jumping HK, (HP + HK), LP, HP, Quick Double Lariat (until is almost empty), Aerial Russian Slam



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

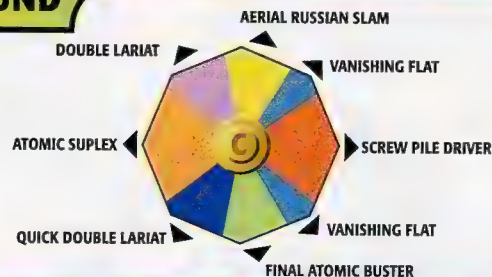
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1
Jumping Up Hard Punch	↑ + HP	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Body Attack	↓ + HP	1/in air
Knee Drop	↓ + LK	1/in air
Dynamite Kick	↘ + MK	1
Russian Kick	↘ + HK	1
Heat Butt	↑, ↑ + MP/HP	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Double Lariat	PPP	1
Quick Double Lariat	KKK	1
Vanishing Flat	→ ↓ ↘ + P	1/Eats Projectiles
Screw Pile Driver	→ ↘ ↓ ↙ ← ↗ ↘ + P	1/Throw
Atomic Suplex	→ ↘ ↓ ↙ ← ↗ ↘ + K	2/Throw
Flying Power Bomb	→ ↘ ↓ ↙ ← ↗ ↘ + K	1/Throw/Long Range

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Final Atomic Buster	→ ↘ ↓ ↙ ← ↗ ↘ (x2) + P	Lv1=2, Lv2=3, Lv3=4
Aerial Russian Slam	↓ ↘ → ↗ + K	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Pile Driver	→ + HP	1/When Close
Back Drop	← + HP	1/When Close
Kamitsuki	→ / ← + HK	1-12/When Close

Uniform
Colors



JEIGANZ

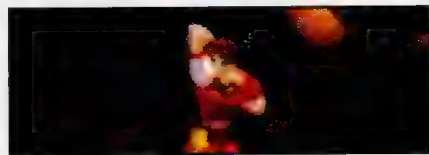




ATHENA

HISTORY

Athena first showed her goddess-like skills in **Athena**, a side scrolling game from SNK. From these humble roots she was recruited into the King of Fighters cast where she has become a staple.



COMBO

GROOVES: ALL

Super Psychic Throw, Psycho Sword (HP)



COMBO

GROOVES: ALL

LP, → + MK



COMBO

GROOVES: ALL

(From Full Screen) Psycho Ball (LP), Shadow Jump, HK, ↓ + HK



COMBO

GROOVES: ALL

(From Full Screen) Psycho Ball (LP), Shadow Jump, Phoenix Fang Arrow



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Psycho Ball Attack	↓ ↘ + P	1
Psycho Sword	→ ↓ ↘ + P	1-7/also in air
Phoenix Arrow	↓ ↘ + K	1-5/in air
Super Psychic Throw	← ↘ ↓ ↘ + P	1/can juggle after
New Psycho Reflector	→ ↘ ↓ ↘ + K	1-3/reflects projectiles
Psychic Teleport	↓ ↘ + K	N/A

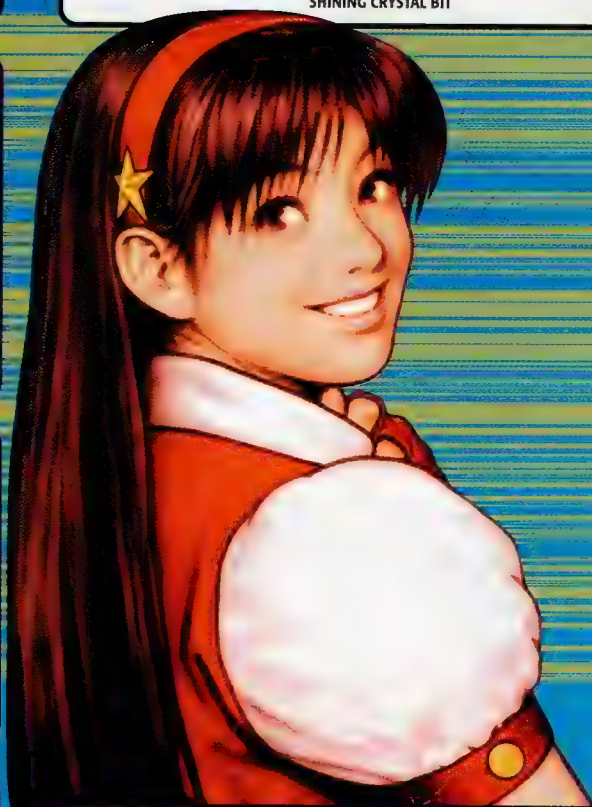
SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Knee Thrust	→ + HK	2
Back Flip	↖, ↓ + MK	1

GROUND



AIR



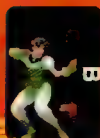
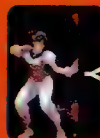
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Shining Crystal Bit	→ ↘ ↓ ↘ + (x2) + P	1/ Follow up
Crystal Shoot	↓ ↘ + P	4/ During Shining Crystal Bit, hold to delay
Phoenix Fang Arrow	↓ ↘ + (x2) + K	1-26/in air

THROWS

NAME	COMMAND	HITS/PROPERTY
Psychic Throw	← / → + HP	1/When Close
Bit Throw	← / → + HK	1/When Close
Psychic Shoot	← / → / ↓ + HP	1/in air

Uniform Colors



ATHENA

BENIMARU

HISTORY

The vain fighter Benimaru, with his vast array of attacks based around electricity, was first seen in **King of Fighters '94** as a classmate of Kyo. His vanity is legendary, and his gender is sometimes confusing (to Vega, at least).



COMBO

GROOVES: ALL

↓ + LK, Super Lightning Kick



COMBO

GROOVES: ALL

Jumping HK, MK, Iaido Kick, Bounce-Back Tri-Level Kick



COMBO

GROOVES: ALL

Crouching HK, Lv 3 Heaven Blast Flash



COMBO

Jumping HK, LP, MP, Lv 3 Discharge Spark



COMBO

GROOVES: ALLGROOVES: C

Jumping HK, crouching HK, Lv 2 Heaven Blast Flash, Lv 1 Heaven Blast Flash



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

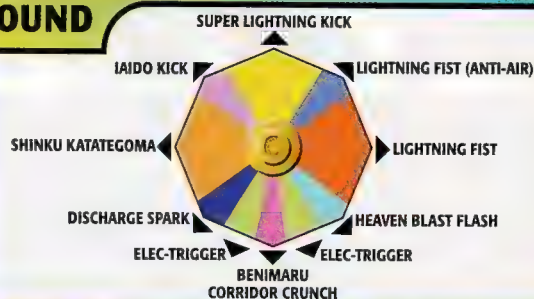
SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Flying Drill	↓ + HK	3/in air
Jumping Bat	← / → + HK	1
Punt	→ + MK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Lightning Fist	↓ ↘ → + P	3
Iaido Kick	↓ ↘ → + K	1
Bounce-Back	↓ ↑ + K	2/ After Iaido Kick
Tri-Level Kick		
Super Lightning Kick	→ ↓ ↘ + K	1
Benigan Corridor	→ ↘ ↓ ↘ ← → + P	throw
Shinku Katategoma	→ ↘ ↓ ↘ ← + K	KKK to cancel

GROUND



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Heaven Blast Flash	↓ ↘ → (x2) + P	Lv1=5, Lv2=7, Lv3=10
Discharge Spark	↓ ↘ → (x2) + K	Lv1=3, Lv2=4, Lv3=5
Elec-Trigger	→ ↘ ↓ ↘ ← (x2) + P	2



THROWS

NAME	COMMAND	HITS/PROPERTY
Front Suplex	← / → + HP	1/When Close
Catch and Shoot	← / → + HK	1/When Close
Spinning Knee Drop	← / → / ↓ + HP	1/in air

Uniform
Colors



BENIMARU

BLOOD IORI

HISTORY

Blood Iori is the alter ego of Iori Yagami. Not being able to control the Orichimaru blood inside him, Iori becomes powerful but uncontrollable. Blood Iori first appeared in **King of Fighters '97** after killing his teammates Vice and Mature.



COMBO

GROOVES: ALL

Crouching LK, Dark Thrust



COMBO

GROOVES: ALL

Jumping HK, MP, → + MP, Deadly Flower



COMBO

GROOVES: ALL

Jumping HK, HP, Fire Ball



COMBO

GROOVES: C

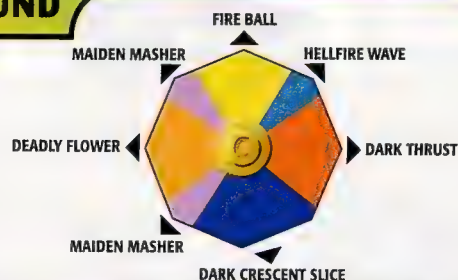
Jumping HK, MP, → + MP, Deadly Flower (only 2 hits), Lv 2 Maiden Masher, Lv 1 Hellfire Wave



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

GROUND



STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Dark Thrust	↓↘→ + P	1
Fire Ball	→↘↘ + P	1-3
Deadly Flower	↓↘↘ + P (3 times)	3
Dark Crescent Slice	→↘↓↘↘ + K	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Hellfire Wave	↓↘→ (x2) + P	Lv1=4, Lv2=5, Lv3=7
Maiden Masher	↓↘→↘↘↘ + P	Lv1=9, Lv2=11, Lv3=13

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Drachi Cross Up	← + LK	1/in air
Drachi Kick	→ + MK	1/overhead
Drachi Backfist	→ + MP	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Grapple Toss	← or → + HP or HK	1/when close

Uniform
Colors



IORI GOO7B

CHANG

HISTORY

Chang, and his criminal sidekick Choi, are both from **King of Fighters '94**. Many of Chang's combat styles involve either crushing someone with his ball and chain, or sending Choi to do his dirty work for him.



COMBO

GROOVES: ALL

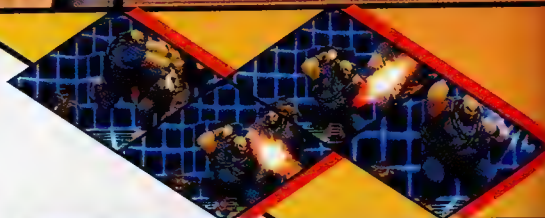
Hisho Kuretsu Zan, ↘ + HP



COMBO

GROOVES: ALL

Jumping HP, crouching LP, crouching LP, Spinning Iron Ball



COMBO

GROOVES: ALL

Jumping HK, Wild Ball Attack



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching LK, Wild Ball Attack



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Cannon Slide	↖ + HP	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Hogan Geki	← or → + HP	1/When close
Usari Jime	← or → + HK	1/When close

GROUND



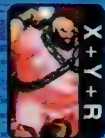
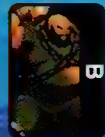
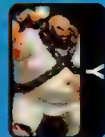
SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Spinning Iron Ball	Any P rapidly	1/absorbs projectiles
Breaking Iron Ball	Charge ←, → + P	1/auto parry during startup
Big Destroyer Toss	→ ↘ ↓ ↙ ← + P	8/throw
Hurricane Cutter	→ ↘ ↓ ↙ ← + K	1-4
Flying Slice Dash	→ ↓ ↙ + K	1
Hisho Kuretsu Zan	← ↙ ↓ ↘ → + K	1

SUPER COMBOS

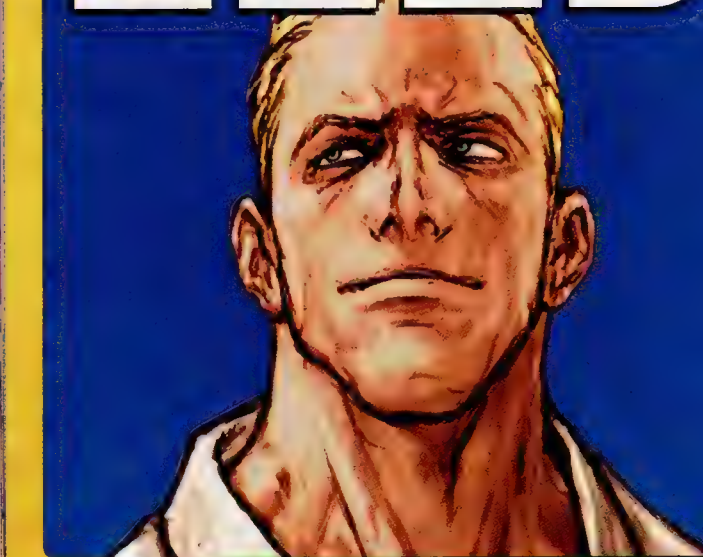
NAME	COMMAND	HITS/PROPERTY
Wild Ball Attack	↓ ↘ → ↙ ↓ ↘ ← + P	Lv1=11, Lv2=14, Lv3=18
Tornado Ripper	→ ↘ ↓ ↙ ← x2 + K	Lv1=7, Lv2=10, Lv3=13

Uniform Colors



ONAHU

GEESE



HISTORY

Geese Howard is the Hakyokusaken fighter from **Fatal Fury** and the originator of the King of Fighters Tournaments. He is an extremely powerful fighter, with his deadly energy coming from years and years of training.



COMBO

GROOVES: ALL

Crouching MK, Double Wind Slice



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Evil Shadow Smasher (LP)



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Wind Slice (MP)



COMBO

GROOVES: ALL

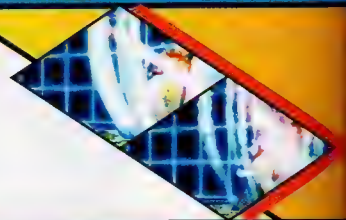
Jumping HK, crouching HP, Lv 3 Deadly Rave [Stop on HP], Evil Shadow Smasher



COMBO

GROOVES: C

Lv 2 Raising Storm, Lv 1 Raising Storm



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Tiger Strike	→ + HP	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Wind Slice	↓ ↘ → + LP / MP	1
Double Wind Slice	↓ ↘ → + HP	1
Gale Slash	↓ ↘ ← + P	1/air only
Upper Body Blow	→ ↘ ↓ ↖ + LP	1/high counter
Middle Body Blow	→ ↘ ↓ ↖ + MP	1/mid counter
Lower Body Blow	→ ↘ ↓ ↖ + HP	1/lower counter
Evil Shadow Smasher	→ ↘ ↓ ↖ + K	1-3

GROUND



AIR



SUPER COMBOS

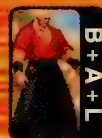
NAME	COMMAND	HITS/PROPERTY
Raising Storm	↘ → ↓ ↖ ↗ + P	Lv1=3, Lv2=4, Lv3=5
Deadly Rave (continuation)	→ ↘ ↓ ↖ ↗ + LK LP, LP, LK, LK, MP, MK, HP, HK, ↓ ↖ ↗ HP	10 /Lv3&MAX only

THROWS

NAME	COMMAND	HITS/PROPERTY
Body Toss	← / → + HP	1/When Close
Body Press	← / → + HK	1/When Close



Uniform Colors



33333

HAOHMARU

HISTORY

The lone samurai from SNK's **Samurai Showdown** (Samurai Spirits) series makes his return in *Capcom vs. SNK 2* and he brings his sword with him. Haohmaru brings his skill and sheer power to bear on his opponents.



COMBO

GROOVES: ALL

Crouching MK, crouching LP



COMBO

GROOVES: ALL

Jumping HP, crouching HP, Lv 3 Secret Crescent Moon Slash



COMBO

GROOVES: ALL

Jumping HP, HK, Secret Cyclone Slash (HP)



COMBO

GROOVES: C

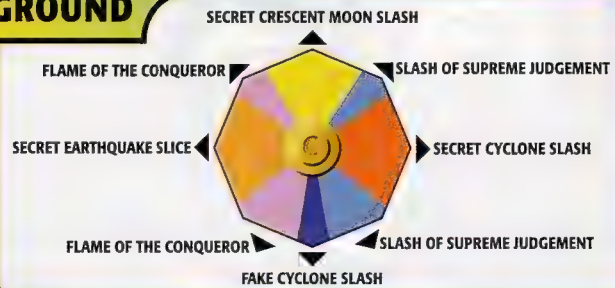
Jumping HP, crouching MK, LP, Lv 2 Secret Crescent Moon Slash, Lv 1 Secret Crescent Moon Slash



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

GROUND



STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Slash of Supreme Judgement	↓ ↘ → ↓ ↘ + P	Lv1=9, Lv2=12, Lv3=15
Flame of the Conqueror	→ ↘ ↓ ↘ → + P	1/ Lv3&MAX only

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Ground Throw	← / → + HP	1/When close
Hilt Smash	← / → + HK	1/When close

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Secret Cyclone Slash	↓ ↘ → + P	1
Fake Cyclone Slash	↓ ↘ → + K	1
Secret Crescent Moon Slash	→ ↓ ↘ + P	1-3
Secret Earthquake Slice	↓ ↘ ← + P	1



Uniform
Colors



AKUMA

HIBIKI

HISTORY

Hibiki popped up in **The Last Blade**, an SNK fighter, to hunt down a man that her father, a great swordsmith, had crafted a powerful sword for. In *Capcom vs. SNK 2*, Hibiki is a powerful combatant, using her quick slashing attacks to mutilate opponents.



COMBO

GROOVES: ALL

Crouching LK, crouching LK, Distance Slash



COMBO

GROOVES: ALL

Jumping HK, HP, HP



COMBO

GROOVES: ALL

Piercing Moon Pounce, Lv 3 Heavenly Spirit of Victory



COMBO

GROOVES: ALL

Jumping HK, LK, Beckoning Slash



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1/Knockdown
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Overhand Slice	HP, after HP connects	2

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Distance Slash	↓ ↘ → + P	1
Beckoning Slash	↓ ↘ ← + P	1/Hold to charge
Melding Being Blade	← ↘ ↓ ↘ → + K	1/Counter
Narrow Escape	KKK	Dodge/follow up
Essential Crunch	→ / ← + K	N/A/during Narrow Escape
Piercing Moon Pounce	→ ↓ ↘ + K	1/Stun

GROUND



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Heavenly Spirit of Victory	↓ ↘ ← → + P	2
No Fear Feint	→ ← ↘ ↓ ↘ → + P	Lv3&MAX only
Going My Way	→ ↘ ↓ ↘ ← → + K	2/Lv3&MAX only/follow ups
Root 1	LP MP HP LP MP HP LP MP ↓ ↘ → + HP	
Root 2	LP MP HP LP MP HP LK MK ↓ ↘ → + HK	
Root 3	LP MP HP LK MK LK HK	

THROWS

NAME	COMMAND	HITS/PROPERTY
One-Handed Toss	→ / ← + HP	1/When Close
Cross Cut	→ / ← + HK	1/When Close



Uniform
Colors



HIKIBI

IORI

HISTORY

Iori Yagami is the heir to the Yagami clan and rival of Kyo. Iori first appeared in **King of Fighters '94**, using his family style, the ancient Yagami style to do battle. Iori is infused with the Orochi blood, an ancient spirit that his family once struck a deal with for great power.



COMBO

GROOVES: ALL

Dark Thrust (LP), Dark Crescent Slice (HK)



COMBO

GROOVES: ALL

Jumping HK, MP, → + MP, Deadly Flower



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Dark Thrust (HP)



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching LK, Lv 3 Maiden Masher



COMBO

GROOVES: C

Cross up ↵ + LK, MP, → + MP, Lv 2 Maiden Masher, Lv 1 "One-For-The-Road" Blast



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Dark Thrust	↔ + P	1
Fire Ball	→ + P	1-3
Deadly Flower	↔ + P (up to x3)	3
Dark Crescent Slice	↔ + K	2
Dust Gale	→ + P	0/throw

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Grachi Kick	→ + MK	1
Grachi Cross up	← + LK	1/in air
Grachi Backfist	→ + MP	1

GROUND



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
"One-For-The-Road" Blast	↔ + P	1-6/Hold P to delay
Maiden Masher	↔ + P	Lv1=9, Lv2=12, Lv3=13

THROWS

NAME	COMMAND	HITS/PROPERTY
Sakahagi	← / → + HP / HK	1/When close

Uniform Colors



1001

JOE

HISTORY

Joe Higashi brings his Muai Tai fighting style along as he rocks his opposition with wind based attacks such as his Hurricane Upper. Joe made his first appearance in the **Fatal Fury** series as friend and partner of Terry and Andy Bogard.



COMBO

GROOVES:

Crouching MK, slash kick (HK)



COMBO

GROOVES:

Crouching MK, Hurricane Upper (LP)



COMBO

GROOVES:

Jumping HK, HK, Slash Kick (HK)



COMBO

GROOVES:

Jumping MK, crouching MP, Hurricane Upper (HP)



COMBO

GROOVES:

Jumping HP, crouching MP, Lv 2 Bakuretsu Hurricane Tiger Kakato, Lv 1 Screw Upper



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	2
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

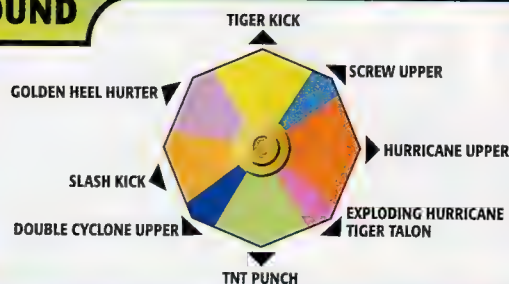
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Hurricane Upper	← ↘ ↓ ↗ → + P	1-2
Tiger Kick	→ ↓ ↘ + K	1-3
Slash Kick	← ↘ ↓ ↗ → + K	1
TNT Punch	P rapidly	1-3
Golden Heel Hurter	↓ ↘ ← + K	1

GROUND

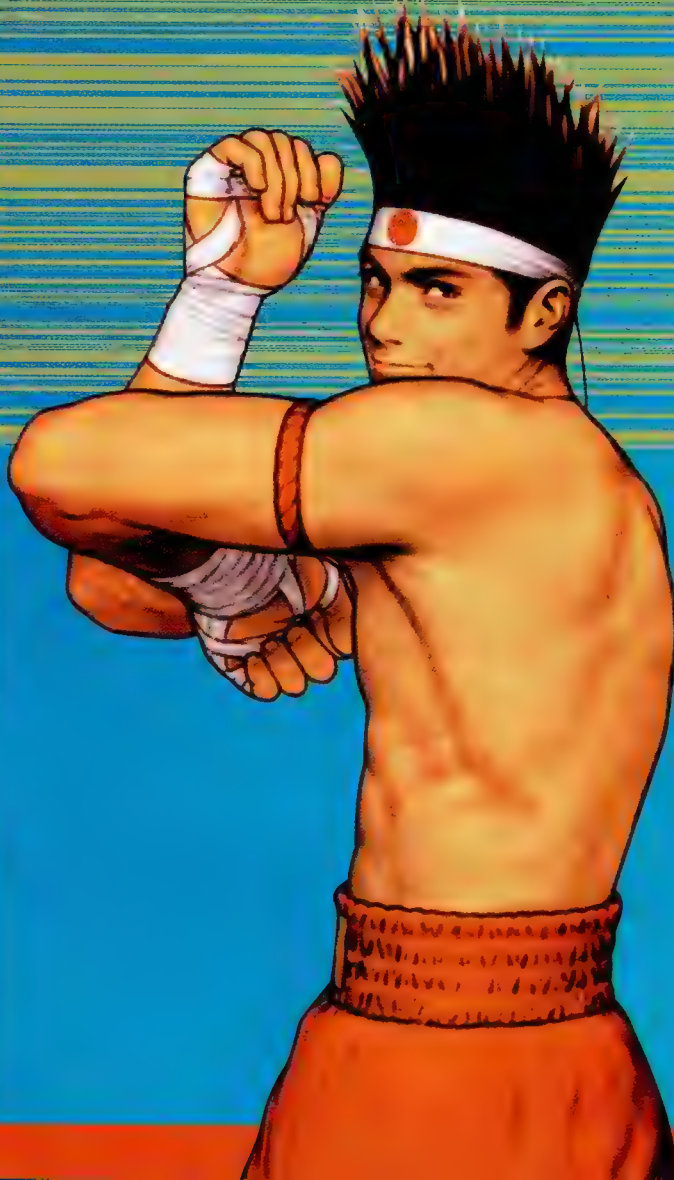


SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Screw Upper	↓ ↘ → (x2) + P	Lv1=4, Lv2=5, Lv3=6
Exploding Hurricane Tiger Talon	↓ ↘ → ↗ ↓ ↘ → + P	Lv1=8, Lv2=12, Lv3=18
Double Cyclone Upper	↓ ↘ ← (x2) + P	12/Lv3&MAX only

THROWS

NAME	COMMAND	HITS/PROPERTY
Nihon Nage	← / → + HP	1/When close
Hiza Jigoku	← / → + HK	1-11/When close, mash for more hits



Uniform Colors



30F.

KIM

HISTORY

Kim Kapwhan made his debut in **Fatal Fury 2** with friends Terry, Joe and Andy. His Tae Kwon Do style is an impressive array of kicks and he is a force to be reckoned with in melee combat.



COMBO

GROOVES: ALL

Crouching MK, Crescent Moon Slice



COMBO

GROOVES: ALL

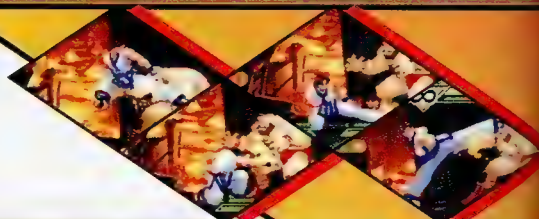
Jumping HK, crouching LP, Flying Slice, Tenshou Zan



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching LK, Sand Blaster (HP)



COMBO

GROOVES: ALL

Jumping HK, Heavenly Phoenix Kick



COMBO

GROOVES: C

Cross up HK, crouching MK, Lv 2 Phoenix Kick Tornado, Lv 1 Phoenix Flatten



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

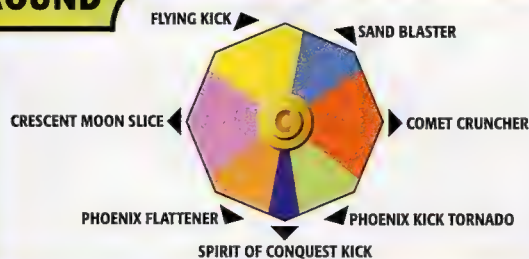
SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Neri Chagi	→ + HK	1
Stance Change	Hold HK	1
Spinning High Kick	after Stance Change, HP	1
Spinning Toe Kick	after Stance Change, LK	1
Step front kick	after Stance Change, LP	1
Side Jumping HK	after Stance Change,	1
	→ / ← + MP	
Reverse Neri Chagi	after Stance Change, MK	1

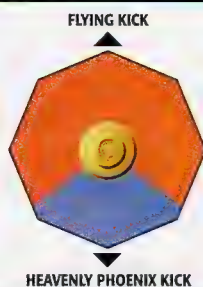
THROWS

NAME	COMMAND	HITS/PROPERTY
Sakkyaku Nage	← / → + HP	1/when close
Ren Geki Kyaku	← / → + HK	3/when close

GROUND



AIR



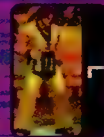
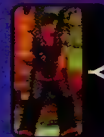
SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crescent Moon Slice	↓ ↘ + K	2
Spirit of Conquest Kick	↓ ↓ + K	1
Flying Kick	↓ ↘ + K	4/air only
Sand Blaster	Charge ↓, ↑ + P	3
Flying Slice	Charge ↓, ↑ + K	1/follow up
Tenshou Zan	↓ + HK	1/after Flying Slice (HK)
Comet Cruncher	Charge ← → + K	2

SUPER COMBOS

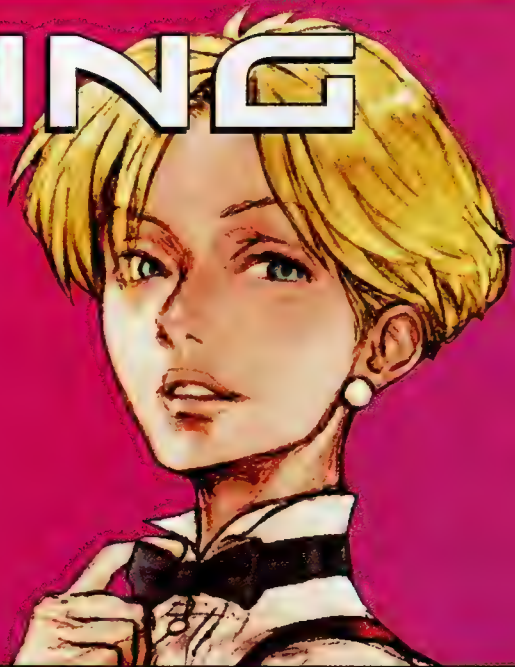
NAME	COMMAND	HITS/PROPERTY
Phoenix Flatten	↓ ↘ + K	14-17
Heavenly Phoenix Kick	↓ ↘ ↘ ↓ ↘ + K	7-11/air only
Phoenix Kick Tornado	↓ ↘ → (x2) + K	1/juggle after

Uniform Colors



UMI

KING



HISTORY

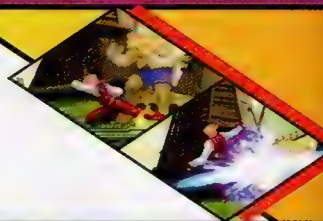
King, a bouncer for a night-club, first appeared in **Art of Fighting** alongside Ryo and Yuri. King uses the skills learned from her years as a bouncer to battle in the Capcom vs. SNK 2 tournament.



COMBO

GROOVES: ALL

Crouching MK, Venom Strike



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Double Strike



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Tornado Kick



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Mirage Kick, Surprise Rose



COMBO

GROOVES: C

Jumping HK, crouching HP, Lv 2 Silent Flash, Lv 1 Illusion Dance



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

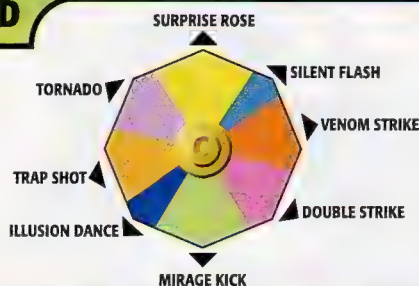
SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Sliding Slide	↘ + HK	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Hook Buster	← / → + HP	2/When close
Hold Rush	← / → + HK	1/When close

GROUND

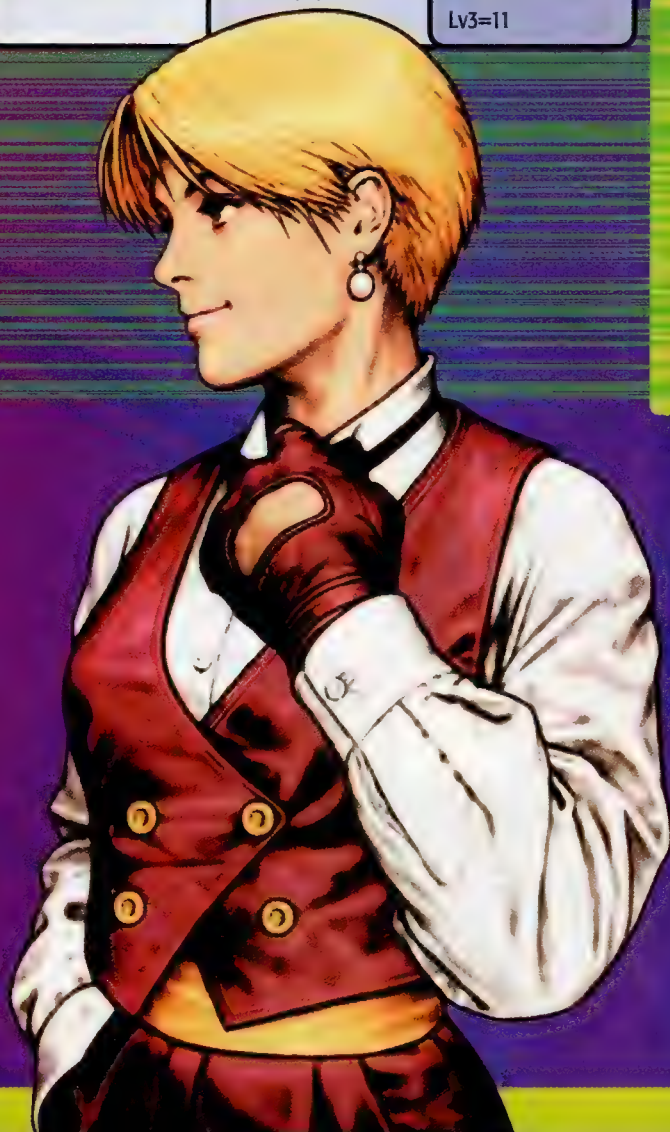


SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Venom Strike	↓ ↘ → + K	1
Double Strike	↓ ↘ → (x2) + K	2
Surprise Rose	→ ↓ ↘ + K	5
Trap Shot	← ↓ ↘ + K	6-12
Tornado Kick	→ ↘ ↓ ↘ ← + K	2
Mirage Kick	↓ ↘ ← + P	3-7

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Illusion Dance	↓ ↘ → ↘ ↓ ↘ ← + K	Lv1=9, Lv2=11, Lv3=13
Silent Flash	↓ ↘ ← (x2) + K	Lv1=3, Lv2=8, Lv3=11



Uniform
Colors



GN14

KYO

HISTORY

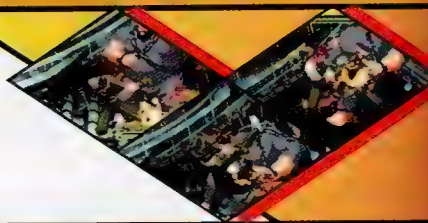
Kyo's family was entrusted with the slaying of the Orochi and he trained many years to live up to his destiny. Using his Kusanagi style of martial arts, Kyo harnesses flame to make his attacks more effective. Kyo's first appearance was in **King of Fighters '94**.



COMBO

GROOVES: ALL

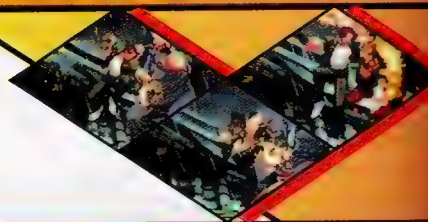
Crouching LK, New Wave Smash



COMBO

GROOVES: ALL

Jumping HP, HK, Fire Ball



COMBO

GROOVES: ALL

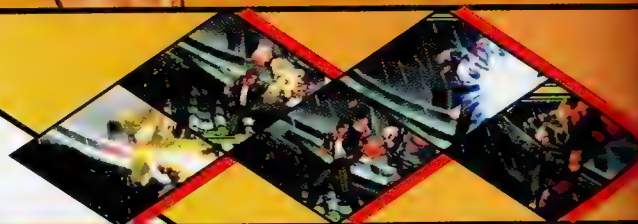
Jumping HK, LK, R.E.D Kick



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching HP, New Wave Smash, Lv 3
Serpent Wave



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Poison Gnawfest, Crime Gnawfest,
Punishment Gnawfest



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

GROUND



STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Wicked Chew	↓ ↘ → + LP / MP	1/Continuations
Nine Scars Maker	↓ ↘ → + P	1
Rusting Eight Combos	→ ↘ ↓ ↙ ← + P	1/after Wicked Chew, / P after Nine Scars Maker
Seven Hurting Combos	K	1/after Wicked Chew, Rusting Eight Combos
Flashing Slash	P	1/after Wicked Chew, Rusting Eight Combos
Poison Gnawfest	↓ ↘ → + HP	1/continuations
Crime Gnawfest	→ ↘ ↓ ↙ ← + P	1/after Poison Gnawfest
Punishment Gnawfest	→ + P	2/after Crime Gnawfest
Spinning Kick	→ ↓ ↘ + K	3
New Wave Smash	↓ ↘ → + K, K	2
R.E.D. Kick	← ↓ ↘ + K	1
Fire Ball	→ ↓ ↘ + P	1-2
Crescent Slash	→ ↘ ↓ ↙ ← + K	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1
Jump Up Hard Kick	↑ + HK	1

SPECIAL NORMALS

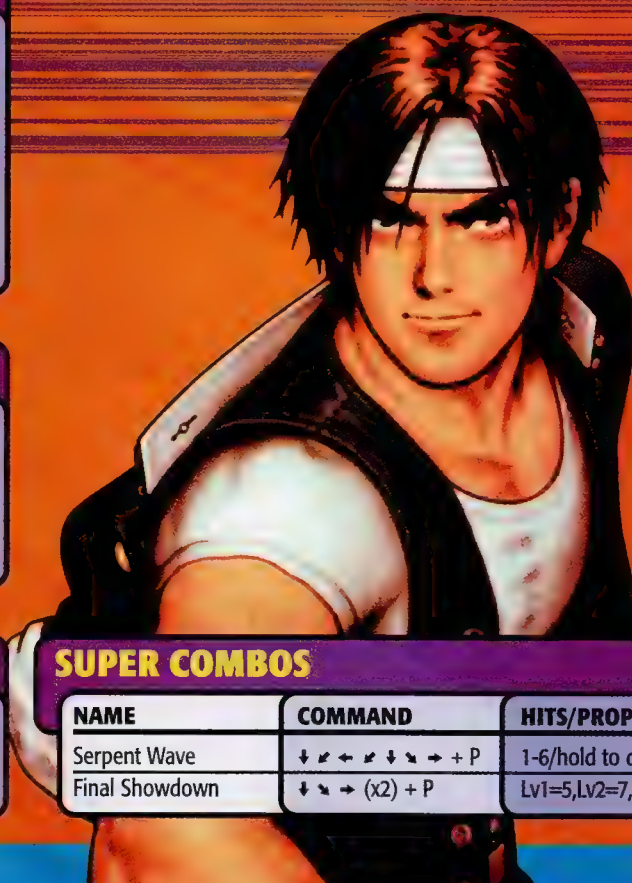
NAME	COMMAND	HITS/PROPERTY
Double Sweep	↖ + HK	2
Doublehanded Smash	↓ + HP	1/in air
Axe Kick	→ + MK	1/overhead
Shoulder Ram	→ + HP	1

THROWS

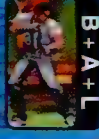
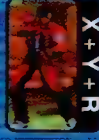
NAME	COMMAND	HITS/PROPERTY
Hatsugane	← / → + HP	1/When close
Issetsu Seoi Nage	← / → + HK	2/When close

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Serpent Wave	↓ ↘ ← ↗ ↓ ↘ → + P	1-6/hold to delay
Final Showdown	↓ ↘ → (x2) + P	Lv1=5, Lv2=7, Lv3=11



Uniform Colors

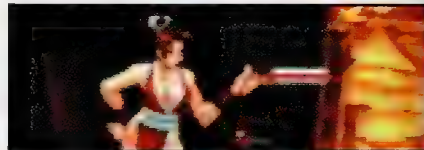


044

MAI

HISTORY

Mai Shiranui, longtime companion of Terry Bogard, his brother Andy and Joe Higashi, hails from **Fatal Fury 2**. Mai uses her own form of Ninjitsu in combat and is a fan favorite for obvious reasons.



COMBO

GROOVES: ALL

Crouching MP, Ryu En Bu



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Kacho sen



COMBO

GROOVES: ALL

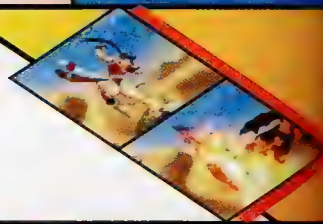
Jumping HK, LK, Deadly Ninja Bees



COMBO

GROOVES: ALL

Jumping HK, Lv 3 Crimson Firebird Diver



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Lv 3 Super Deadly Ninja Bees



COMBO

GROOVES: C

Jumping HK, crouching LP, crouching LK, Lv 2 Super Deadly Ninja Bees, Lv 1 Super Deadly Ninja Bees



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

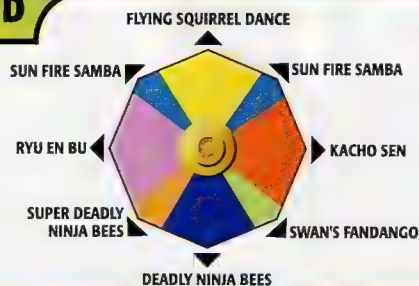
SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Kacho Sen	↓ ↘ → + P	1
Ryu En Bu	↓ ↘ ← + P	2
Deadly Ninja Bees	← ↘ ↓ ↘ → + K	2
Flying Squirrel Dance	Charge ↓, ↑ + P	1
Flying Squirrel Dance	↓ ↘ ← + P	1/in air
Sun Fire Samba	Charge ↓, ↑ + K	3

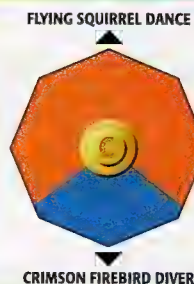
THROWS

NAME	COMMAND	HITS/PROPERTY
Shiranui Gourin	← / → + HP	1/When Close
Fussha Kuzushi	← / → + HK	1/When Close
Yume Zakura	← / → + HP	1/in air

GROUND



AIR



SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Super Deadly Ninja Bees	↓ ↘ ← ↘ ↓ ↘ → + K	Lv1=7, Lv2=9, Lv3=11
Crimson Firebird Diver	↓ ↘ ← (x2) + P	Lv1=3, Lv2=4, Lv3=5 in air
Swan's Fandango	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=6

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Wall Jump	↖ / ↗	Jump against wall
Tensui No Mai	← / → + MK	1

Uniform Colors



ISU

NAKORURU

HISTORY

Nakoruru is a warrior fighting to preserve nature with her faithful eagle companion. **Samurai Showdown** first introduced Nakoruru and she resurfaced in the first Capcom vs. SNK game.



COMBO

GROOVES:

Jumping HK, crouching HP, Lela Mutsube



COMBO

GROOVES:

Crouching LK, crouching MP, Shichikapuai



COMBO

GROOVES:

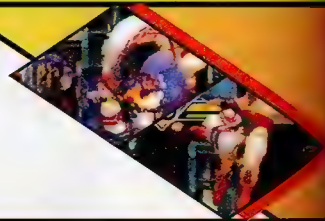
Jumping HK, crouching HP, Annu Mutsube



COMBO

GROOVES:

Lv 2 Elelyu Kamui Risse, Lela Mutsube



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	2
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Rolling Slash	↖ + HP	1

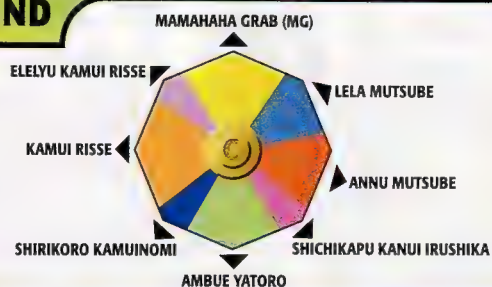
THROWS

NAME	COMMAND	HITS/PROPERTY
Takedown Stab	← / → + HP	1/When close
Climbing Stomp	← / → + HK	3/When close

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Shichikapu Kamui Irushika	→ ↘ ↓ ↙ ← (x2) + P	Lv1=3, Lv2=4, Lv3=5
Ebelyu Kamui Risse	→ ↘ ↓ ↙ ← (x2) + K	Lv1=4, Lv2=8, Lv3=14
Shirikoro Kamuinomi	↓ ↘ → (x2) + K (KKK to cancel)	0/restores health/ Lv3&MAX only

GROUND



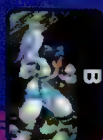
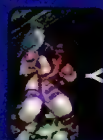
AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Annu Mutsube	← ↘ ↓ + P, HP	2
Lela Mutsube	↓ ↘ → + P	1
Ambue Yatoro	→ ↘ ↓ ↙ ← + P	1
Kamui Risse	← ↓ ↘ + P, P	2
Mamahaha Grab	↓ ↘ → + K	climbs on Mamahaha/follow ups
Mamahaha Slash	LK / MK / LP / MP	1/must be on Mamahaha
Mamahaha Attack	HP	1/must be on Mamahaha
Mamahaha Release	HK	0/must be on Mamahaha
Shichikapu Ai	↓ ↘ → + P	1/must be on Mamahaha
Kamui Mutsube	↓ ↘ → + P	1/must be on Mamahaha

Uniform
Colors



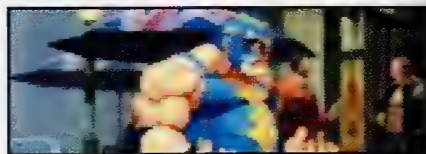
SHIRIKORO

RAIDEN



HISTORY

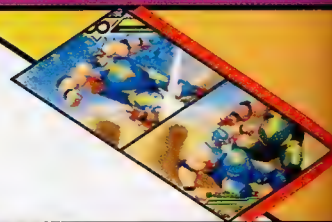
Raiden was first seen back in **Fatal Fury** and he continues to wrestle his way into SNK fighters. He is extremely quick for a wrestler his size and loves to crush opponents with his bare hands.



COMBO

GROOVES:

Jumping HK, crouching HK



COMBO

GROOVES:

Jumping ↓ + HP, crouching LK, Raiden Combination-Body Blow, Headbutt



COMBO

GROOVES:

Jumping ↓ + HP, MP, Raiden Combination-Body Blow, Headbutt, Lv 3 Flame Breath



COMBO

GROOVES:

Giant Bomb, Lv 3 Flame Breath



COMBO

GROOVES:

Jumping MK, crouching LP, crouching LK, Lv 2 Crazy Train, Lv 1 Flame Breath



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	2
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Flying Belly Splash	↓ + HP	1/in air
Toe Tap	↖ + HK	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Power Bomb	← / → + HP	1/When close
Stoke Slam	← / → + HK	1-12/mash for more hits

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Giant Bomb	charge ← → + p	1/auto parry on startup
Poison Spray	→ ↘ ↓ ↗ ← + p	1
Super Dropkick	Hold KKK and release	1
Thunder Crush Bomb	→ ↘ ↓ ↗ ← ↖ ↗ + K	2
Jumping Lariat Drop	→ ↘ ↗ + P	
Raiden	← ↘ ↗ + P	1/follow ups
Combination-Body Blow		
Head Butt	↓ ↘ ← + P	1/after "Body Blow"
Front Suplex	↓ ↘ ← + K	1/after "Body Blow"

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Destruction Drop	→ ↘ ↓ ↗ ← ↖ ↗ + (x2) + K	Lv1=2, Lv2=3, Lv3=4
Flame Breath	→ ↘ ↓ ↗ ← (x2) + P	Lv1=3, Lv2=4, Lv3=5
Crazy Train	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=7



Uniform Colors



RAIDEN

ROCK



HISTORY

Son of Geese Howard, Rock first appeared in **Mark of the Garou**, an excellent SNK fighter. Rock combined Terry Bogard's style of fighting with his father's Hakyokusaken techniques to become a fearsome fighter.



COMBO

GROOVES:

Crouching MK, Hard Edge



COMBO

GROOVES:

Cyclone Sock (LP), Lv 3 Shining Knuckle



COMBO

GROOVES:

Cross up HK, crouching LP, crouching LK, crouching MK, Lv 3 Shining Knuckle



COMBO

GROOVES:

Jumping HK, crouching MK, Cyclone Sock



COMBO

GROOVES:

Jumping HK, crouching MK, Lv 2 Shining Knuckle, Lv 1 Raging Storm



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Rock Smash	→ + MK	1/overhead

THROWS

NAME	COMMAND	HITS/PROPERTY
Kokuu Sen	← / → + HP	1/When close
Rock Upper	← / → + HK	1/When close

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Cyclone Sock	↓ ↘ → + LP / MP	1
Double Gust Punch	↓ ↘ → + HP	1
Rising Tackle	charge ↓ ↘ + P	3-5
Hard Edge	↓ ↘ ← + P	1-2
Rage Run-Type "Dunk"	↓ ↘ ← + LK	1
Rage Run-Type "Save"	↓ ↘ ← + MK	0/ stops the run
Rage Run-Type "Shift"	↓ ↘ ← + HK	0/teleports behind opponent
Evac Toss	→ ↘ ↓ ↘ ← ↘ ↑ ↘ → + P	throw/follow up
Raksasa	Hold PPP and release	1/ during Evac Toss
Crack Counter High	↓ ↘ → + LK	counter jumping attacks
Crack Counter Mid	↓ ↘ → + MK	counter mid attacks
Crack Counter Low	↓ ↘ → + HK	counter low attacks

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Raging Storm	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5 hold punch to charge
Shining Knuckle	↓ ↘ → (x2) + K	Lv1=3, Lv2=6, Lv3=10
Deadly Rave Neo	→ ↘ ↓ ↘ ← ↘ + LK LP LP LK LK MP MK HP HK ↓ ↘ → + HP	15/Lv3&MAX only

Uniform
Colors



ROCK

RUGAL

HISTORY

Rugal Bernstein was not happy with being only rich, he wanted more power. Rugal struck up a deal with the Orochi and was granted some of its power. Rugal was the first boss in **King of Fighters '94** and is one of the bosses in *Capcom vs. SNK 2*.



COMBO

GROOVES: ALL

Crouching LK, crouching LK, Lv 1 Total Annihilation



COMBO

GROOVES: ALL

Jumping HK, crouching MK, Lv 3 Total Annihilation



COMBO

GROOVES: C

Jumping HK, crouching LP, crouching LK, Lv 2 Gigantic Pressure, Lv 1 Total Annihilation



COMBO

GROOVES: C

Jumping HK, crouching MK, Lv 2 Total Annihilation, Dark Smash, Lv 1 Total Annihilation



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

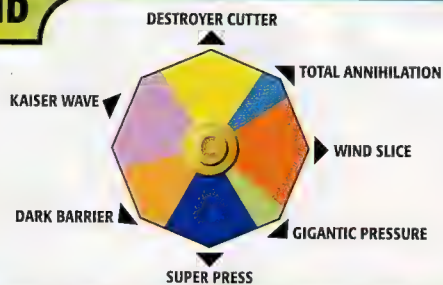
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ / ↘ + LP	1
Jumping Medium Punch	↖ / ↗ / ↘ + MP	1
Jumping Hard Punch	↖ / ↗ / ↘ + HP	1
Jumping Light Kick	↖ / ↗ / ↘ + LK	1
Jumping Medium Kick	↖ / ↗ / ↘ + MK	1
Jumping Hard Kick	↖ / ↗ / ↘ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Wind Slice	↓ ↘ → + P	1
Kaiser Wave	→ ← ↖ ↗ ↓ ↘ + P	3/hold punch to charge
God Press	→ ↘ ↓ ↖ ← + P	2
Dark Barrier	← ↖ ↓ ↘ → + K	1/reflects projectile
Dark Smash	↓ ↘ → + P	1/in air
Destroyer Cutter	→ ↓ ↘ + K	1-4

GROUND



AIR



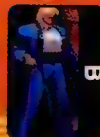
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Gigantic Pressure	↓ ↘ → ↖ ↗ ← + P	3
Total Annihilation	↓ ↘ → (x2) + K	Lv1=3, Lv2=5, Lv3=7

THROWS

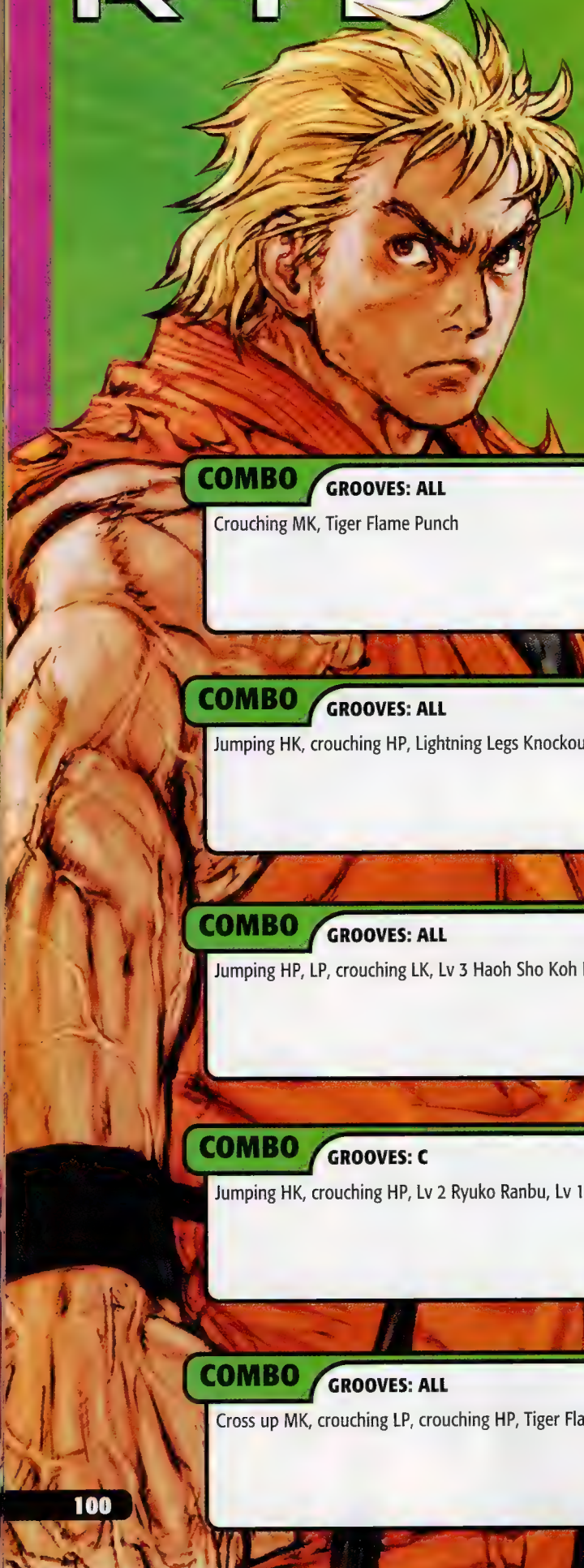
NAME	COMMAND	HITS/PROPERTY
Choke Surge	→ / ← + HP	1/When close
Wall Slam	→ / ← + HK	1/When close

Uniform
Colors



ORIGINAL

RYO



HISTORY

Another **Art of Fighting** alum, Ryo Sakazaki has a style very similar to the Shotokan style of karate. Ryo has a sister named Yuri who also appears in *Capcom vs. SNK 2*.



COMBO

GROOVES: ALL

Crouching MK, Tiger Flame Punch



COMBO

GROOVES: ALL

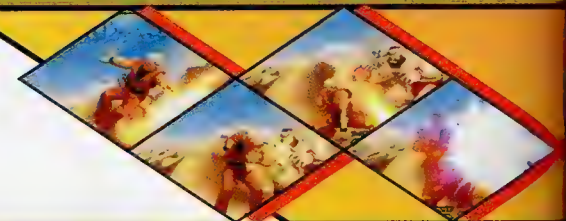
Jumping HK, crouching HP, Lightning Legs Knockout Kick



COMBO

GROOVES: ALL

Jumping HP, LP, crouching LK, Lv 3 Haoh Sho Koh Ken



COMBO

GROOVES: C

Jumping HK, crouching HP, Lv 2 Ryuko Ranbu, Lv 1 Ryuko Ranbu



COMBO

GROOVES: ALL

Cross up MK, crouching LP, crouching HP, Tiger Flame Punch



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Ridge Hand	→ + MP	1/overhead

THROWS

NAME	COMMAND	HITS/PROPERTY
Youchuu Wari Nage	← / → + HP	1/When close
Tomoe Nage	← / → + HK	1/When close

GROUND



AIR



AIR TIGER FLAME PUNCH

SPECIAL ATTACKS

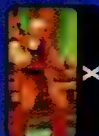
NAME	COMMAND	HITS/PROPERTY
Tiger Flame Punch	↓ ↘ → + P	1/also in air
Koho	→ ↓ ↘ + P	1
Crazy Tiger Thunder Attack	← ↓ ↘ + P	1
Zan Retsu Ken	→ ← → + P	6-14
Kyoku Gen Kick Dance	→ ↘ ↓ ↗ ← + P	4
Lightning Legs Knockout Kick	Charge ↘, → + K	2



SUPER COMBOS

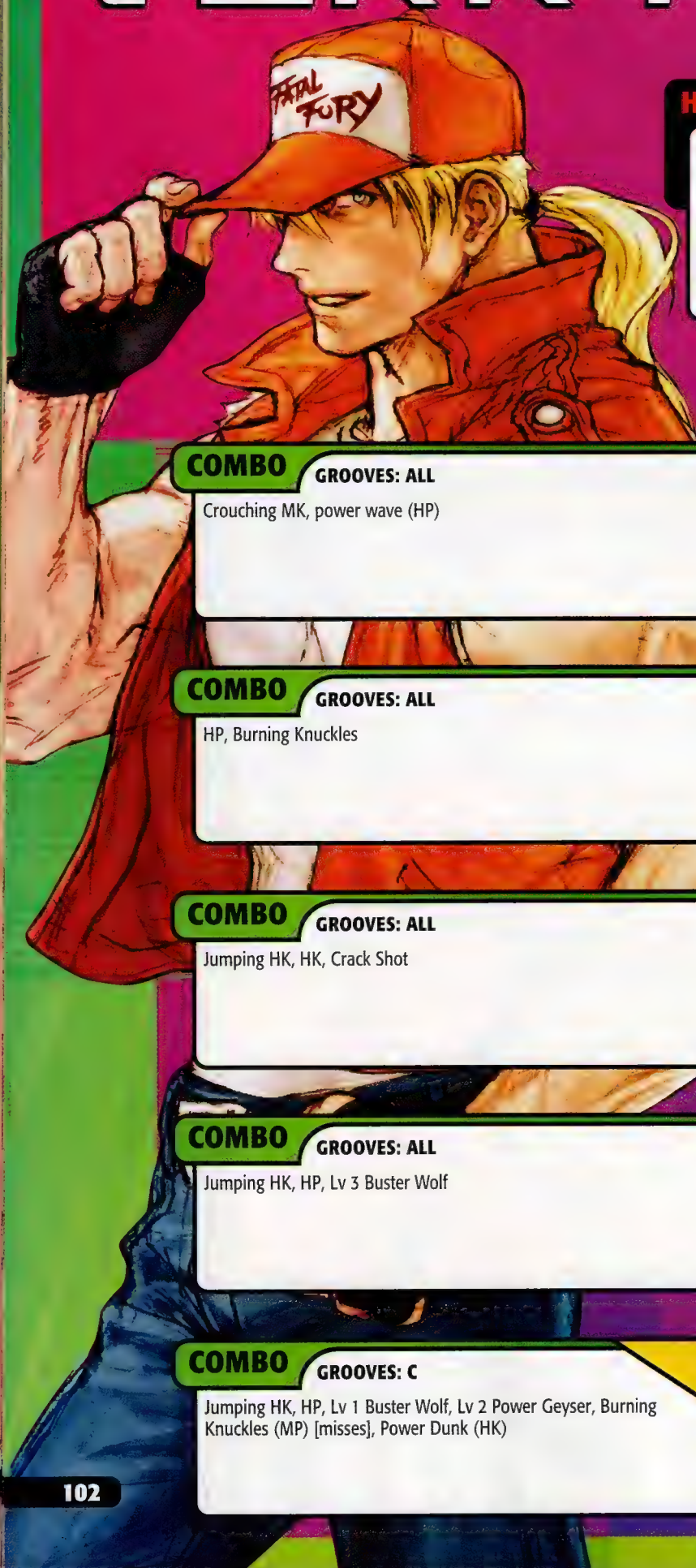
NAME	COMMAND	HITS/PROPERTY
Ryuko Ranbu	↓ ↘ → → ↘ ↓ ↗ ← + P	Lv1=11, Lv2=13, Lv3=15
Haoh Sho Koh Ken	→ ← ↗ ↓ ↘ → + P	Lv1=2, Lv2=3, Lv3=5
Heaven Glaze Punch	↓ ↘ → (x2) + P	1/Dizzy/Lv3&MAX only

Uniform Colors



OTO

TERRY



HISTORY

Terry Bogard is a noble fighter, always trying to better himself and help his friends when in trouble. Terry first appeared back in **Fatal Fury**, and occupies much the same position in SNK's mythos as Ryu does in Capcom's.



COMBO

GROOVES: ALL

Crouching MK, power wave (HP)



COMBO

GROOVES: ALL

HP, Burning Knuckles



COMBO

GROOVES: ALL

Jumping HK, HK, Crack Shot



COMBO

GROOVES: ALL

Jumping HK, HP, Lv 3 Buster Wolf



COMBO

GROOVES: C

Jumping HK, HP, Lv 1 Buster Wolf, Lv 2 Power Geyser, Burning Knuckles (MP) [misses], Power Dunk (HK)



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	2
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

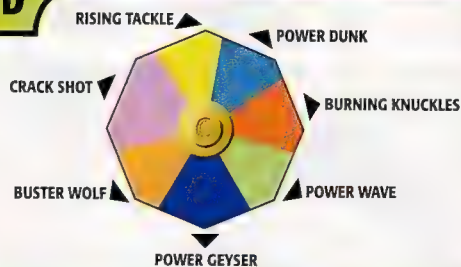
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Rising Upper	↖ + HP	1

GROUND



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Burning Knuckles	↓ ↘ → + P	1
Crack Shot	↓ ↘ → + K	1
Power Dunk	→ ↓ ↖ + K	2
Power Wave	↓ ↖ → + P	1
Rising Tackle	charge ↓ ↑ + P	1-7

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Power Geyser	↓ ↘ → ↘ → + P	Lv1=1, Lv2=2, Lv3=3
Buster Wolf	↓ ↖ → (x2) + K	Lv1=2, Lv2=4, Lv3=6

THROWS

NAME	COMMAND	HITS/PROPERTY
Grasping Upper	← / → + HP	1/When close
Busta Throw	← / → + HK	1/When close



Uniform
Colors



TERRY

TODO

HISTORY

Todo made his first appearance in the original **Art of Fighting** and this marks his somewhat triumphant return with his own brand of martial arts.



COMBO

GROOVES: ALL

Crouching MK, Ecstasy Crunch (LK)



COMBO

GROOVES: ALL

Center of Gravity, crouching MK, Ecstasy Crunch



COMBO

GROOVES: ALL

Jumping HK, crouching LP, crouching LK, Lv 3 Ultimate Ecstasy Crunch



COMBO

GROOVES: ALL

Jumping HK, crouching HP, Lv 3 Ultimate Ecstasy Crunch



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

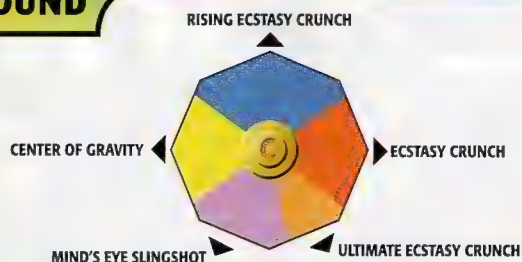
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Dashing Low Kick	→ + MK	1

GROUND



AIR



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Center of Gravity	→ ↘ ↓ ↗ ← + P	1
Ecstasy Crunch	↓ ↘ → + P	1-3
Air Ecstasy Crunch	↓ ↘ → + P	1-3/in air
Rising Ecstasy Crunch	→ ↓ ↘ + P	1-3

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Ultimate Ecstasy Crunch	↓ ↘ → (x2) + P	3
Mind's Eye Slingshot	↓ ↘ → ↖ ↓ ↗ ← + P	2-3/counter

THROWS

NAME	COMMAND	HITS/PROPERTY
Pickup Slam	← / → + HP	1/When close
Jaw Breaker	← / → + HK	1/When close

Uniform
Colors



0001

ULTIMATE RUGAL

HISTORY

Ultimate Rugal is the Orochi empowered embodiment of Rugal Bernstein from the King of Fighters series. After being defeated, he was resurrected as Omega Rugal in more recent King of Fighter tournaments. It is rumored that after defeating Akuma, Omega Rugal gained the Satsui no Hadou as well, making him the most powerful fighter yet, Ultimate Rugal.



COMBO

GROOVES: ALL

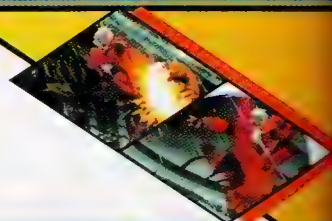
Crouching LK, Destroyer Cutter



COMBO

GROOVES: ALL

Jumping HK, crouching MK, God Press, Lv 3 Total Annihilation



COMBO

GROOVES: C

Rugal execution, Lv 2 Total Annihilation, Dark Smash, Lv 1 Destroyer Cutter



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

GROUND



STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

AIR

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Wind Slice	↓ ↘ → + P	1
Kaiser Wave	→ ← ↘ ↓ ↘ → + P	3/hold to charge up hits
God Press	→ ↘ ↓ ↘ ← + P	2
Dark Barrier	← ↘ ↓ ↘ → + K	1/reflects projectiles
Destroyer Cutter	→ ↓ ↘ + K	1-4
Rugal Execution	→ ↘ ↓ ↘ ← + K	1
Dark Smash	↓ ↘ → + P	1/in air
Ultimate Lane	→ ↓ ↘ + PPP / KKK	N/A/Teleport

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Gigantic Pressure	↓ ↘ → ↓ ↘ ← + P	3
Total Annihilation	↓ ↘ → ↓ ↘ + K	Lv1=3,Lv2=5,Lv3=7
G-End	→ ↘ ↓ ↘ ← (x2) + P	13/Lv3&MAX only
Last Judgement	LP LP → LK HP	15/Lv3&MAX only

THROWS

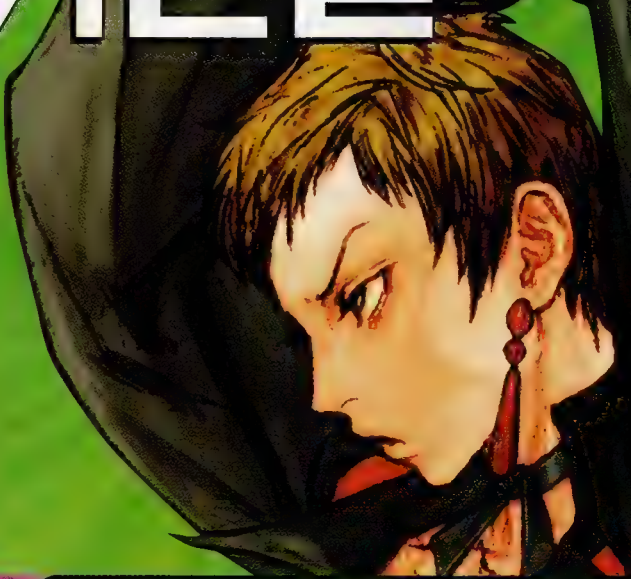
NAME	COMMAND	HITS/PROPERTY
Choking Surge	→ / ← + HP	1/When Close
Wall Slam	→ / ← + HK	1/When Close

Uniform Colors



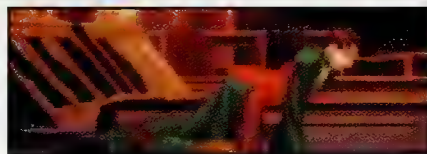
THE FUTURE IS NOW

VICE



HISTORY

One half of the force sent to watch over Rugal after he gained his Orochi power, Vice is full-blooded Orochi. Feeling a kindred spirit with Iori, Vice and her partner Mature helped to overthrow Rugal and the Orochi back in **King of Fighters**.



COMBO

GROOVES: ALL

Crouching LK, Mayhem, Da Cide Slayer



COMBO

GROOVES: ALL

Jumping LP, Outrage



COMBO

GROOVES: ALL

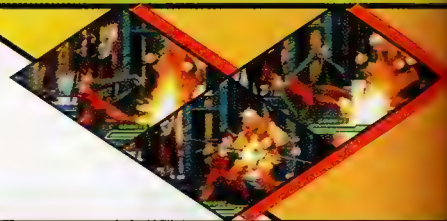
Jumping LK, crouching LP, crouching HP, Mayhem, Da Cide Slayer



COMBO

GROOVES: ALL

Crouching LK, crouching LP, crouching MK



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	2
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓+LP	1
Crouching Medium Punch	↓+MP	1
Crouching Hard Punch	↓+HP	1
Crouching Light Kick	↓+LK	1
Crouching Medium Kick	↓+MK	1
Crouching Hard Kick	↓+HK	1

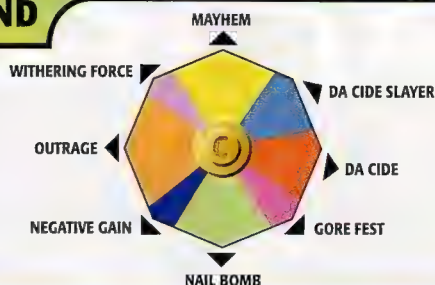
JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Nail Bomb	← ↘ ↓ ↗ → + P	1/throw
Gore Fest	→ ↘ ↓ ↗ ← → + P	1/throw/follow up
Tranquility	↓ ↘ → + P	1/ After Gore Fest
Mayhem	↓ ↘ ← + P	1
Da Cide	← ↘ ↓ ↗ → + K	1
Da Cide Slayer	→ ↓ ↘ + K	1
Outrage	↓ ↘ ← + K	4-7
Rave Fest	↓ ↘ ← + K	4-7/in air

GROUND



AIR



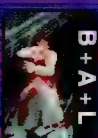
SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Negative Gain	→ ↘ ↓ ↗ → (x2) + K	Lv1=3, Lv2=4, Lv3=5
Withering Force	↓ ↘ → (x2) + P	Lv1=3, Lv2=4, Lv3=5

THROWS

NAME	COMMAND	HITS/PROPERTY
Death Blow	← / → + HP	1/When Close
Back Rush	← / → + HK	1/When Close

Uniform Colors

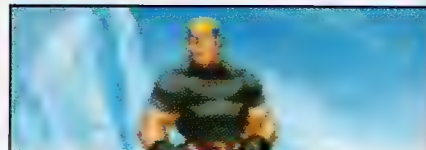


EDIA

ΨAMAZAKI

HISTORY

Yamazaki made his debut in **Fatal Fury 3** as a boss and a hidden playable character. Yamazaki is also infused with Orochi blood and is very powerful because of it. He mixes his own brand of martial arts with street brawling and fights one handed as if to taunt opponents.



COMBO

GROOVES: ALL

Crouching LK, Serpent Slash (Lower)



COMBO

GROOVES: ALL

Jumping HK, HP, Sabaki No aikuchhi



COMBO

GROOVES: ALL

Jumping MK, crouching LK, Sand Scattering, Serpent Slash (Lower)



COMBO

GROOVES: C

Jumping HK, crouching LK, Lv 2 Guillotine, Lv 1 Guillotine



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	2

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↑ / ↗ + LP	1
Jumping Medium Punch	↖ / ↑ / ↗ + MP	1
Jumping Hard Punch	↖ / ↑ / ↗ + HP	1
Jumping Light Kick	↖ / ↑ / ↗ + LK	1
Jumping Medium Kick	↖ / ↑ / ↗ + MK	1
Jumping Hard Kick	↖ / ↑ / ↗ + HK	1

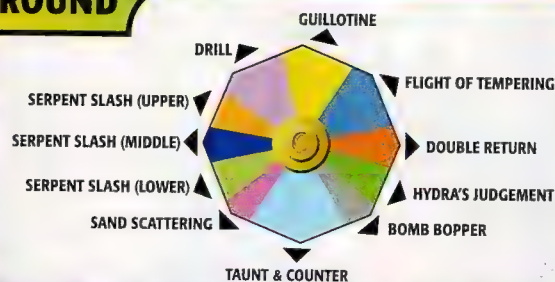
SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
Punch Down	→ + MP	1/overhead

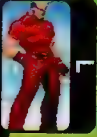
THROWS

NAME	COMMAND	HITS/PROPERTY
Shime Age	← / → + HP	1/When Close
Bun Nage	← / → + HK	1/When Close

GROUND



Uniform Colors



SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Taunt & Counter	← → ↓ ↖ ↗ + K	counters everything but throws & projectiles
Hydra's Judgement	→ ↓ ↖ + P	1-2
Serpent Slash (Upper)	↓ ↖ ← + LP	1/hold punch to charge
Serpent Slash (Middle)	↓ ↖ ← + MP	1/hold punch to charge
Serpent Slash (Lower)	↓ ↖ ← + HP	1/hold punch to charge
Serpents Feint	K	Taunt/during any Serpent Slash
Double Return	↓ ↖ → + P	1/reflects projectiles
Flight of Tempering	→ ↓ ↖ + K	1/overhead
Sand Scattering	↓ ↖ ← + K	1
Bomb Bopper	→ ↖ ↓ ↖ → + P	1

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Guillotine	↓ ↖ → (x2) + P rapidly	Lv1=8,Lv2=10,Lv3=13
Drill	→ ↖ ↓ ↖ → (x2) + P	Lv1=6,Lv2=7,Lv3=8

HYDRA

YURI

HISTORY

Yuri is the brother of Ryo and also hails from **Art of Fighting**, though in the first **Art of Fighting**, she was not playable. Not content to be the damsel in distress, Yuri takes her slap happy karate style and carves her own niche in *Capcom vs. SNK 2*.



COMBO

GROOVES: ALL

Rai Oh Ken, The 100 Blows



COMBO

GROOVES: ALL

Crouching HP, Tiger Flame Punch



COMBO

GROOVES: ALL

Jumping HK, MP, Yuri Super Upper, Yuri Double Uppers



COMBO

GROOVES: ALL

Cross up LK, crouching LK, crouching LP, crouching MK, Flying Phoenix Kick



COMBO

GROOVES: C

Cross up LK, LP, HP, Lv 2 Scalding Steam Blast, Lv 1 Scalding Steam Blast



STANDING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

STANDING ATTACKS/UP CLOSE

NAME	COMMAND	HITS/PROPERTY
Light Punch	LP	1
Medium Punch	MP	1
Hard Punch	HP	1
Light Kick	LK	1
Medium Kick	MK	1
Hard Kick	HK	1

CROUCHING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Crouching Light Punch	↓ + LP	1
Crouching Medium Punch	↓ + MP	1
Crouching Hard Punch	↓ + HP	1
Crouching Light Kick	↓ + LK	1
Crouching Medium Kick	↓ + MK	1
Crouching Hard Kick	↓ + HK	1

JUMPING ATTACKS

NAME	COMMAND	HITS/PROPERTY
Jumping Light Punch	↖ / ↗ + LP	1
Jumping Medium Punch	↖ / ↗ + MP	1
Jumping Hard Punch	↖ / ↗ + HP	1
Jumping Light Kick	↖ / ↗ + LK	1
Jumping Medium Kick	↖ / ↗ + MK	1
Jumping Hard Kick	↖ / ↗ + HK	1

SPECIAL NORMALS

NAME	COMMAND	HITS/PROPERTY
En Yoku	→ + MK	1

THROWS

NAME	COMMAND	HITS/PROPERTY
Oni Harite	← / → + HP	1/When Close
Silent Nage	← / → + HK	1/When Close
Air Throw	← / → / ↓ + HP	1/in air

GROUND



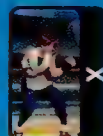
SPECIAL ATTACKS

NAME	COMMAND	HITS/PROPERTY
Tiger Flame Punch	↓ ↘ → + P	1
Saiha	↓ ↘ ← + P	1/counters projectiles
Rai Oh Ken	↓ ↘ → + K	1
Yuri Super Upper	→ ↓ ↘ + P	1-2
Yuri Double Uppers	→ ↓ ↘ + HP	1-2/after Yuri Super Upper (HP)
The 100 Blows	→ ↘ ↓ ↘ ← + K	5-9

SUPER COMBOS

NAME	COMMAND	HITS/PROPERTY
Haoh Sho Koh Ken	→ ← ↘ ↓ ↘ → + P	Lv1=2, Lv2=3, Lv3=5
Flying Phoenix Kick	↓ ↘ → ↘ ↓ ↘ ← + K	Lv1=9, Lv2=13, Lv3=17
Scalding Steam Blast	↓ ↘ → ↓ ↘ + P	Lv1=4, Lv2=5, Lv3=6

Uniform Colors



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ADVANCED GAMEPLAY

Before the character-specific sections, there are some important general strategies that need to be addressed. These strategies cover issues that apply to many or all characters, or benefit the overall construction of teams or tactics. It's best to keep all these strategies in mind when selecting, and executing team practices and maneuvers.

TEAM SELECTION

The Ratio system in team selection is best thought of as a point system. There are four points to use in building each team, and you can select a few different ways to distribute these points. The more points you apply to a character, the more damage that character can deal out. Gone, however, is the option to apply one point to four different characters. In *Capcom vs. SNK 2*, the most characters on a team are three, and this, incidentally, is the ideal character combination. The ability to apply different play styles and added life bars provides the best chance of victory. The second best combination is a two-fighter team with evenly-divided Ratio Points, followed immediately by a Ratio 1/Ratio 3 team. The last scenario you should consider is one Ratio 4 character. There are actually a few characters that can be played effectively in the latter two situations, but not many.

The group should follow a pattern of two offensively sound characters leading the group, followed by a well-balanced "clean-up" character. Of course, order can change if attempting to combat an opponent's order with a "character killer" i.e. placing a Ratio 2 Haohmaru in the same position as a Ratio 1 Blanka. It's always best to vary styles slightly to keep opponents on their toes, adapting to situations you create.

For example, a statistically sound team would be one with Cammy, Blanka, and Ryu. Cammy (Ratio 1) in a leadoff position is an offensively heavy, yet almost permanently grounded character. She rarely needs to jump, but when she does, use her command jump, the Hooligan Combination. Cammy is considered a "one-trick pony," or "gimmick" character. Simply put, she has a very basic but effective play style that can be applied consistently regardless of most retaliatory strikes by opponents. Next comes Blanka (also Ratio 1), who is also heavily offensive, but in a different manner. Blanka uses the ground to stake his defensive claim, but relies on the air to mount his own attack patterns. This subtle difference is the type of thing that you should consider when selecting character types. Blanka possesses a fair amount of variation, which can cause frustration for opponents, having to adjust to this mentality after Cammy's seemingly direct approach. Finally, Ryu (Ratio 2) in the role of clean-up. Use him to finish off the remains of the group. Ryu is an equally effective offensive and defensive fighter. His role is balanced in either direction, and his added Ratio point aids his ability to inflict final damage on opponents. This method by no way ensures victory, but every statistical advantage you can have makes your goal that much easier.

GROOVE SYSTEM ADVANTAGES

While everyone's play style varies, sometimes it's necessary to adapt one's own personal preference to a successful, if unnatural play style. In *Capcom vs. SNK 2*, there are six Grooves, each with their own attributes. However, two stand out: C Groove and N Groove. They are simply the two most complete Grooves, and offer the most benefit to the most characters. This is not to say that some characters don't benefit more from say, A Groove or K Groove, only that the majority of characters benefit more from C Groove or N Groove. For example, playing Dhalsim in P Groove is virtual suicide as he loses the advantages of escaping while gaining no real benefit from being able to parry. Following is a rundown of some of the features of some of the different Grooves and how they are beneficial.

ROLLING

Rolling is the most important groove-dependent way of moving in the game. However, it's best not to abuse it as a standing opponent punishes it with relative ease. During the entire animation of the move you are susceptible to throws, including command throws like Zangief's Screw Pile Driver. Additionally, you do not have the option of escaping a throw while rolling, so it is guaranteed damage. That said, the roll has some very devastating applications, especially in mid-range games. If anticipated correctly, the roll eliminates the threat of Special Attacks and Super Combos from mid-range altogether. Anytime you see or expect a Special Attack or Super Combo from your opponent, roll through to where you can throw (the usual alternative), uppercut (for those that have them), or any other attack fast enough to connect. Another situation for the roll would be against jump in attacks. While crouching, some opponents have a hard time defending themselves from jump-in attacks. If forced into a corner by heavy poking and corner traps, the roll scoots you under opponents to safety. Oftentimes you can jump back and reset the balance of the screen. Abuse of the roll can lead to predictability, so use it sparingly; misuse can put you at a severe tactical disadvantage.



DASHING

The main use for dashing comes after a knockdown. After a Special Attack or Super Combo that leaves large distances between you and your opponent, use Dashing to cover a lot of ground in a short amount of time. Be warned that during a dash you



cannot block or perform any offensive attacks until coming to a stop. Keep that in mind that it's best to use the dash only after a knock-down to move in on opponents.

RUNNING

Running is a very useful ability. It moves faster than Dashing, and allows you to control the length of the run manually, by either stopping or placing an attack at the end. An effective technique is to knock down the opponent from long distance, run to approximately half screen, and wait for an attempt at a crossup attack. The run will encourage opponents to jump in an attempt to escape your advance. Follow up with a jump to an appropriate offensive position as your opponent scrambles to block.



SMALL JUMPS

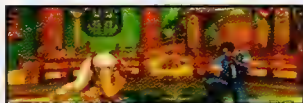
Small jumps are similar to regular jumps, except that they have shorter arcs, and they start and stop faster, making them harder to anticipate. They are not useful for jump-in attacks, however, due to a small amount of recovery time at the jump's landing. They do have their usefulness, however, mainly in jumping over ground-based projectiles and for closing the gap on crouching opponents.

TACTICAL RECOVERY

Tactical Recovery's purpose is very specific: it stops opponents from landing a cross up. This delayed get up allows just enough time for opponents to land on the other side of you, foiling combo attempts. On occasion you can also prevent block damage from a projectile thrown to arrive as soon as you get up, but that's about it.

SAFE FALL

This tactic is a good alternative to Tactical Recovery. Instead of delaying standing up, Safe Fall allows you to stand up faster. Unfortunately, you are vulnerable to attack during the roll, so it's best used from a distance, safe from retaliation.



PARRY

Don't expect to use this System with any initial success. This feature, and P Groove in general, is there for masters of Parrying. It does have advantages, but statistically, it's not reliable for the general player. Parry input lasts for eight frames on the ground and seven frames in the air, if the controller is in neutral within three frames following the input of the parry. If the controller is held in the direction of the parry, it only lasts four frames. This means that even if you successfully parry, you have a relatively short time to retaliate. Parrying does build Super Meter faster than any other method in P Groove, but again, this requires practice to pull off consistently.



360/720 SETUPS

Mastering the 360 and 720 motions takes practice, but it boosts the credibility of throw characters. Remember, a complete rotation on the controller is not required to perform a 360 move. A 225 degree rotation is sufficient, the most common being ↘ ↙ ↘ ↙ ↘ ↙, which is ideal for walk-in throws. Press the button when you reach ↘ and the throw executes. Other opportunities exist for performing a 360 throw, including buffering and rolling. Buffering is great when your character is in close enough to land a poke attack. Zangief's crouching LK to Screw Pile Driver is a great example.

In this situation, press ↘ + LK, and then start the Screw Pile Driver motion, pressing the punch button just as the crouching LK's animation is ending. Timing is crucial on this, as the throw will whiff if the command is input too early. This tactic is import to master because if Zangief can get the crouching LK out, a Screw Pile Driver is guaranteed.

Rolling to throw is a bit easier and more reliable because the move's motion is performed during the roll animation, allowing the throw to execute immediately upon the conclusion of the roll. Begin the roll, input the controller motion for the Screw Pile Driver, and press the button as soon as the roll ends. If performed correctly, there should be a near-perfect transition from roll animation to throw animation.

GUARD CRUSH

With a visible Guard Meter, guard breaking becomes a measured, calculatedly feasible offensive tactic. Every character's strength is individually determined, which means each character breaks guard at different speeds. For example,



Haohmaru's Standing HP does nearly half a bar of Guard Meter damage when blocked! Many characters have one move that can deliver comparable block damage to a Guard Meter, and these moves can be found in Practice Mode. The trick here is to develop custom poke strings that increase the chances of these moves hitting your opponent guarded. Sakura's Hadousho(HP) for example does unspeakable Guard Meter damage if blocked, but it cannot combo as a 2-in-1. As a result, Sakura must place this move after a quick hitting attack to create the illusion of seamless play and encourage the block, and in this case a crouching LK does that job nicely. After the Hadousho, a standing HK can add to the Guard Meter damage, or pop an opponent attempting to retaliate in the face.

SLOW FIREBALLS

Several different characters benefit from the slow fireball, including most SNK characters, and many Capcom characters like Dhalsim, Guile, as well as some self-projectile characters like Cammy, Blanka, and M. Bison. The slow fireball, which is basically the Light version of any-one's fireball, travels slowly, allowing you to set up follow-up attacks behind it, like Dhalsim's limbs or Iori's Dark Crescent Slice.



Experiment to find which series of attacks benefit most from this style of play.

LOW UPPERCUTS

Like slow fireballs, low uppercuts are one of those things that may not have their benefits initially recognized, but a little experimentation can yield significant results. A low uppercut is either the Light or Medium version of a character's uppercut. These are considered more valuable than Hard versions of uppercuts for a few reasons. First, most SNK characters and many Capcom characters have Hard Uppercuts that don't knock down when they connect with an opponent on the ground. However, the Light version grounds almost every single time. A prime example of this is Iori's Fire Ball. Additionally, Hard uppercuts travel very high up the screen, and when missed, they leave you extremely vulnerable. The Light and Medium uppercuts hit lower and recover quicker, leaving you with less negative results. Unless used in a combo, the Light or Medium version of an uppercut is almost always preferred.

ADVANCED CHARACTER STRATEGIES

AKUMA AND SHIN AKUMA

Akuma's (everywhere you read 'Akuma' in this section, you can substitute 'Shin Akuma') play style is a bit different from other Shotokan fighters in that he is geared to be aggressive, having little or no need for defense most of the time. He does have an important defensive move, the Goushouryuken. This multi-hitting uppercut is the main special attack in Akuma's arsenal. It connects after many normals, including crouching HK.



Use Gouhadouken for spacing and tempo. These fireballs are of decent, varying speeds and damage, and are also okay for juggles. Akuma doesn't have the stamina (read: life bar) that other Shotokan characters have, but this doesn't have too much consequence since his offensive style tries to bypass opponent's attempt at attacking. Akuma is played with almost equal efficiency in any Ratio. Like most characters, he is played well in either C or N groove.



Akuma shares his normals with Ryu, and as a result, has access to many great pokes and 2-in-1s. Use a lot of crouching LK, crouching LP, crouching HP, jumping HK, and standing HP (close) to apply pressure and fish for combo opportunities. Crouching HP's animation is meaty enough for 2-in-1, and crouching HK sets up fearsome juggles. Try a Goushouryuken after either one of those moves for easy, impressive damage. Also, don't forget Tatsumaki Zenku Kyaku. LK juggles nicely, while MK and HK versions can knock the opponent into unpredictable positions.



An update on Zanku Hadouken: in previous games, this move was devastating; a character-defining move. In *Capcom vs. SNK 2*, the projectile comes out so late that it's more an extension of his arm than the long-distance fireball it was. Overall, the move has been whittled to near uselessness. Approach this move with caution, as becoming over-dependent on it can leave you at severe disadvantage to rolls/runs/dashes.

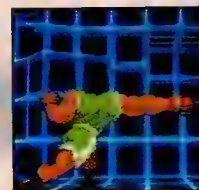


Akuma's Supers Combos are strong, but the move of choice is Messatsu Goushouryuu. Substitute it anywhere the Goushouryuken would otherwise be used, equating to increased damage in normal situations. Shin Akuma's Kongou Kokuretsuzan is great (when you have Super Meter to spare) against full-range projectile wars. It strikes quickly enough that it can catch opponents in intermediate animations. Don't even consider the Shungokusatsu; it was a good gimmick when it made its first appearance, but that's all it is now: a gimmick. Save Super Meter for Messatsu Goushouryuu or Messatsu Gohadouken.



BALROG

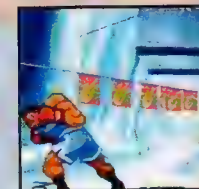
Balrog is, simply put, a brute force fighter, relying on big damage normals and quick hitting specials to get the job done. His HP is one of the best normals in the game, with an amazing reach of roughly 2 character-lengths and can be stuck out almost with impunity. Standing HP is a good choice if you are being pinned with projectile traps from anywhere short of full screen. There is ample time to stick one in during wind-up animations (theirs, not Balrog's) for a clean hit with worse case scenario being a trade of hits. This move cannot be stressed enough: use it, and use it often.



Jumping HP and crouching HP are almost as useful as the standing version. Jumping HP should be Balrog's jump-in attack of choice as it possesses decent priority and easily links into a crouching HP, setting up a nice combo, especially when ended with a Crazy Buffalo. In C Groove throw out a jumping HP, crouching HP, Lv 2 Crazy Buffalo to Buffalo Head Butt or Lv 1 Crazy Buffalo if you have the Super Meter to spare, for a very high damage combo. In other Grooves, settle for a single Crazy Buffalo or any of the ground punch specials for nearly the same effect.



Among the other normal attacks, crouching HK should not be overlooked as it is very fast and knocks down. Ending standing poke strings with this can confuse an opponent into blocking high, scoring Balrog a knock down and gaining breathing room.



A sneaky move when used properly, the Turn Punch can be charged with PPP or KKK, leaving other attacks available even while it charges. If the Turn Punch is blocked you are at only a slight disadvantage as it recovers quickly. After a blocked normal or Special Attack, release into this move for a surprise hit that will be difficult to anticipate. After charging Turn Punch for a while (think a **long** while) link behind a crouching HP to combo for insane damage and a likely stun. This can be hard to time, so it's not reliable, but it can end a match immediately.

The Dash Straight and Dash Ground Straight can be utilized in a nasty mix-up, with the Dash Uppercut thrown in when the opponent decides to try to leap out of harm's way. If in a Groove that supports Rolling, roll through the opponent while charging and release a Dash Ground Straight on the opposite side. This is an excellent way to trick an opponent into getting hit, as well as scoring a knockdown. This comes out so fast that few opponents will react in time to block.



Balrog's Super Combos do so much damage that any opportunity to link them from crouching HP should be utilized, as this can end a match quickly, especially if fighting against a lower Ratio. If you can manage to break out a jumping HP, crouching HP to Gigaton Blow, consider the round over. Balrog's Super Combos are easy to add to any ground combo and should be done so whenever super meter is available.

Anti-air is surprisingly not a limited factor in Balrog's arsenal. As long as \leftarrow or \rightarrow is being charged in some form, it is possible to pop out the Dash Uppercut and take down most any air attack due to its high priority. Crouching HP is an excellent anti-air tool as well if a charge is not stored, but the Dash Uppercut recovers so much faster that it should be used whenever possible. This allows Balrog to get on the offensive a little quicker. Of course, standing HP is so fast and has such excellent reach that with any anticipation, Balrog can stuff the jump before it even gets off the ground.

Crushing an opponent's Guard Meter is surprisingly easy due to the reach of standing HP and the fast recovery on the dashing Special Attacks. These all take off large chunks of Guard Meter, so plan an entire match around breaking the guard one time and landing a huge Super Combo. Jump in with LP or LK and poke with a few crouching LPs to a standing HP for a great little pressure tool as it is possible to charge up the entire time, waiting for opponents to retaliate. At that point, they eat a Dash Uppercut. When they catch on to this tactic and sit on an anticipated Dash Uppercut, walk up and throw.

If caught on the defensive, always charge \rightarrow . It easily flows into an anti-air Dash Uppercut, a Dash Straight or a Buffalo Head Butt to get back into offensive mode, where Balrog should be. Always having a \rightarrow stored is a cardinal rule of a charge character, so try to incorporate it into both offensive and defensive situations.

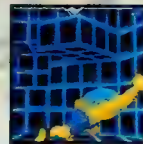


A notable change from *Capcom vs. SNK* is that one of Balrog's best Special Attacks, the Ground Dash Straight, is now punishable if blocked. This makes Dash Straight / Ground Dash Straight mix-ups a little less effective as you can't just hammer away with little chance of reprisal. Balrog should still abuse the mix-up as it remains one of his best tools, but do not think you can slam a Ground Dash Straight on a crouching opponent and remain on your feet. Opponents that can crouch under the Dash Straight are another problem altogether; they eliminate this mix-up from Balrog's bag of tricks, requiring jump in combos and Guard Crush tactics to come more in to play. Against these characters, play a defensive game and punish any attempts to jump in with a Dash Uppercut or Crazy Buffalo Head Butt or rely on Balrog's excellent trio of HPs to keep the opponent off.

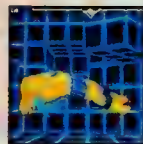


Blanka is one of the most versatile characters in the *Capcom vs. SNK* series, and becomes more versatile now with the ability to select a Ratio. Still, Blanka is probably best played as a Ratio 1 character in either the leadoff or second position. His ability to consistently do damage through poking, Special Attacks, and Super Combos allows him to be effective at this low Ratio while reserving the extra Ratio points for another character. It is not uncommon for a Ratio 1 Blanka to finish off one or two Ratio 1 opponents, or even a whole team! The larger screen size compliments his long limbs and rolling attacks, and in C Groove, Rolling only aids in dominating most opponents. There are a few characters in the game that could be called "Blanka Killers," Haohmaru most notable, but in general Blanka either stands toe-to-toe with or exceeds the pack.

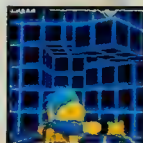
In particular, Blanka's arsenal of normal attacks makes Special Attacks almost optional. For medium range assaults, crouching HP is virtually unstoppable. It executes exceptionally fast, leaving opponents few opportunities for defense. Crouching HP discourages jumping attacks as well as dashing and walking movements. A string of crouching HPs will choke even the most offensively minded opponents into retreat, allowing Blanka to initiate his equally devastating offense.



Jumping HK is another extremely consistent and effective normal that should be integrated into any Blanka's style. The animation of this kick has Blanka extend his body diagonally across the screen, almost attacking from a horizontal position. This attitude makes retaliation from opponents difficult, especially those on the ground. Using shadow jump in conjunction with HK hurls Blanka over most ground attacks, and also tends to repel some air attacks. Even if HK doesn't connect cleanly, it recovers quickly, leaving Blanka to enter his poking phase, consisting primarily of quick kicks and rolls.



Blanka's main poke weapons in *Capcom vs. SNK* were crouching LK and Beast Step. In the sequel, Beast Step has returned to crouching MK, which it previously occupied. Unfortunately, this robs the move of its ability to link. Nevertheless, these two kicks are probably the best pokes (in conjunction with the crouching HP) that Blanka owns. A shadow jumping HK followed by a crouching LK and crouching MK will put you in position for a final crouching HP before having to return to the air to start the poke series anew. While it doesn't possess the Guard Meter eroding abilities of a Sakura volley, it gets the jobs done.



Blanka strategy would not be complete without a word on Rolling Attacks. The varied speed and lengths of these moves will always make them a threat, whether virtual (in the sense that opponents are always expecting them, making them less apt to mount an offensive of their own) or actual (the roll, whether clean or blocked, is always difficult to punish). Rolling Attacks are exceptionally effective at a distance of a half screen or less, and Blanka on the ground should always be charging, preferably \rightarrow , ready to let loose with either the Rolling Attacks or Ground Shave Rolling, the most effective super in Blanka's movelist.

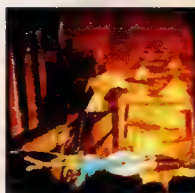


Ground Shave Rolling is best used as either a counterattack or in some other defensive manner. Blanka is proficient at building Super Meter, and should use his bar as quickly as it accumulates. The most effective way to use the Ground Shave Rolling is as anti-air. This move instantly and decisively answers any and all attacks launched from the air. To lessen the chance of trading hits and reduce the amount of damage done, use Lv 3 (or whatever the Gauge goes up to) version to get the most desirable effect.



CAMMY

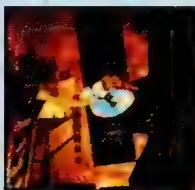
Used with patience, Cammy is one of the most effective characters in the game. She is probably played best as the second Ratio 1 character in a team of three. Her primary strategy revolves almost entirely around Spiral Arrow. Use it to create spacing and control the tempo of the match. This self-projectile has incredible priority and executes almost instantly; its recovery is equally immediate (depending on both the distance between Cammy and the opponent and whether it is blocked, whiffed, or connects. The quick recovery leaves Cammy free to follow-up with her second most important move, Cannon Spike. Execute Spiral Arrow to initiate an attack series. From full screen, Spiral Arrow (HK) is the only version that stands a chance of connecting. For maximum efficiency, the best kick button to use is the one that just barely has Spiral Arrow make contact with opponents, leaving you with the best retaliatory advantage. If it connects clean, create distance between Cammy and opponents upon get up by throwing out a couple of crouching LKs or a crouching MK. Then, fire out a Spiral Arrow (LK) to begin the assault again. This pattern should be used repeatedly until the opponent blocks the Spiral Arrow. When they do, the best option is to immediately try a Cannon Spike (LK) and counter any retaliation. This works unbelievably well in most all situations.



Eventually opponents will begin to recognize this strategy; but this is not a problem in the least. The fact is this strategy is so good because it doesn't depend on lack of knowledge on the opponent's part to be successful, it relies on its undeniable success. When opponents fail to counterattack a Cannon Spike, they may try to attack after blocking. In this case, another Cannon Spike (LK) is usually sufficient to repel a counterattack. If opponents do nothing but block after the Cannon Spike, begin the Spiral Arrow series anew.



A family of moves of note is Hooligan Combination. The Hooligan Combination starts with the same lead-in, a slow jumping roll. You are left vulnerable in this state, so it's best used when opponents are either left blocking after a custom string or in other situations where retaliation is less likely. In most cases, the Fatal Leg Twister is the best finisher, but Cammy is always going to want to switch it up a bit to keep opponents guessing. The Dive Arrow strikes hard and recovers quickly enough to keep her out of danger, and is probably the safest alternative.

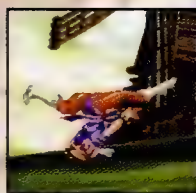


As for Super Combos, the best choice is a Lv 2 or Lv 3 Spin Drive Smasher. These deliver excellent damage at a surprisingly low risk. Cammy is able to Guard Crush consistently, and Spin Drive Smasher fits nicely into the stun created by the break. This combo's motion is also conducive to counterattack opportunities after defending an attack with long recovery, or in anticipation of a poke attempt from opponents. Being placed second in a team of three should allow Cammy to enter battle with a healthy Super Meter, and she builds it quickly on her own with a constantly attacking style.



CHUN-LI

Chun-Li is a mish mash of all her previous incarnations from Street Fighter games past. She has seemed to have gained the most useful moves of the bunch and has the updated style of *Street Fighter 3*. Most of her normals are now high priority and she even gains a little move called the Up Kick. One major change that is nice to see is that Spinning Bird Kick is actually useful again. If one of the kicks connects, they will all connect for some meaty damage. If blocked, Chun-Li is perfectly safe, so she can feel free to stick these out in normal matches again.



Chun-Li's crouching MP can now link into a Super Combo, which certainly helps land a big damage combo. In addition, it goes under projectiles and hits, making it useful against Shotokan characters (from about a character length away) or to simply avoid at a greater distance. Crouching HP is slow but now bufferable. These two moves open up a low attack game that Chun-Li was missing in some previous games. These are nice changes and should be worked into jump in combos and poke games.

Against many characters, standing LP is much like Rolento's. Chun-Li can walk forward and just pester an opponent that can't duck under them if she likes. LPs don't remove much Guard Meter, but they add up quickly, and chances are the opponent will become frustrated and try to counter anyway. At that point, poke into Lv 3 Houyoukusen. Jumping LK is also a very annoying attack as it is similar to Nakoruru's as it is very easy to use as a cross up and has incredible priority over ground attacks. Cross up LKs to a HP and repeat is an old school tactic that still works well. Chun-Li's jump up HK is almost unbeatable as an air counter. It hits most any normal cleanly and can even punish many Special Attacks. It has decent range as well for being a straight up jumping move and can be used in poke games when a jump is anticipated.



The Kikouken is similar to the one in *Street Fighter 3: Third Strike* as the LP version travels roughly full screen, and the HP version travels a VERY short distance. Oddly enough, the LP version has a greater wind up and recovery time than the HP version. Use HP in close as a poke tool or to counter big lag moves if a level of Super Meter is not stored. Hyakuretsukyaku receives a little boost. It is now slightly slower than the *Third Strike* one and has seemed to gain a little priority. Very useful in poke strings and corner pressure games.



Kikoushou is as useful as ever, with even Lv 1 having decent priority over moves. The priority increases with the level, making Lv 3 almost invincible as a get up super or to counter jumpers. The Houyoukusen is still Chun-Li's premiere Super Combo. It has incredible range, speed and priority and can be linked behind almost any normal. Jump cancel at the end of the Super Combo and tag on an extra hit (or two with the 2 hit jumping HP). Overall Chun-Li is a decent fighter in *Capcom vs. SNK 2* and should regain some of her playtime that was lost in her earlier luster appearances.



Advanced strategy with Dan is a little hard to say with a straight face. Dan remains Dan...the worst fighter in whatever game in which he appears. Being a Shotokan derivative, he is afforded a very basic set of tools that can be marginally effective if Dan is played defensively. Unfortunately he is limited to Kouryuken for this as his fireball variant, Gadouken is little more than a novelty combo ender. It can be used to stop projectile wars up close but against anything farther than about one quarter screen it is useless. It sadly is his best combo ender, save for Super Combos, so it has its uses. It can be used in much the same way as any other Shotokan projectile in a combo, with linking it from crouching MK being the most basic and effective way to capitalize on it.



Kouryuken is Dan's uppercut, though it has both less range and less priority than Ryu's or Ken's. It does have a unique property in that it will occasionally flash white for a second, indicating a totally invincible Kouryuken. These Kouryukens are excellent for snuffing jump in attacks but seem to be random, so obviously they can't be relied upon. Kouryukens are limited to a very steep angle of ascent, limiting its anti-air uses to attacks that are almost right on top of Dan. Get up games can still be stopped however, so it can be used on get up. Stay with Kouryuken (LP) most often as it recovers in less time than the other versions, keeping Dan away from retaliation attempts.

A surprisingly effective move is Dankukyaku (LK). It has respectable priority and when performed in the air as an air-to-ground attack it can snuff many ground attacks. The one quick hitting knee has a strange angle that most opponents will have a hard time pinning down, meaning you can pretty much abuse this move. Granted, it is Dan's best attack, but remember that this IS Dan, so don't expect it to work miracles. Generally coming from the air is more effective than trying to use it on the ground, though even here it can be a nice surprise for opponents that are expecting a Gadouken.

Most of Dan's normal attacks are mediocre to say the least. Standing HK is a semi-effective anti-air tool, though it has limited range. In most cases a Kouryuken should be used to stop air attacks due to its better priority, but this can be used in an emergency. Dan has the typical Shotokan crouching HP that is one of the better anti-air and combo moves that he possesses. Sticking a Gadouken to a blocked crouching HP is an easy and safe way to get some distance if being pressured up close due to Dan's weak poke game. Most other Dan normals are exceptionally useless, but the LP and LKs can be used to poke just as most other characters, just with less priority and effect.

Of Dan's trio of Super Combos, the Hissyo Buraiken is the one that should be used most. At Lv 3, it has a nice vacuum effect that can suck in opponents poking or who are rising from the ground. It has decent priority over most Special Attacks and normals, so capitalize on that aspect.

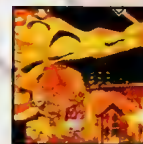


Possibly the only reason anyone plays Dan is to make opponents look foolish. Half of Dan's special moves seem to be taunts of various lengths and degrees of silliness. Chohatsu Densetsu, if for some unknown reason is allowed to complete, will refill his Super Meter. His taunts may be useless, but they are entertaining.

Try to keep Dan on the offensive by using Kouryukens to keep jump-ins grounded and use the various Dankukyakus to chip a little damage and gain some breathing space. Stop all projectile attacks with Gadouken (LP) and do anything you can to get Dan into range to use Dankukyaku (LK) to its fullest effect. As stated earlier, even this move will soon be figured out and countered against, but that is the nature of Dan. He has limited tools and winning with him is not something that will come easily.

As seems to be a trend overall with the Street Fighter characters in *Capcom vs. SNK 2*, Dhalsim appears to be weakened slightly compared to his incarnation in *Capcom vs. SNK*. His limbs are back to manual manipulation only, giving Dhalsim more control over where to place attacks. In *Capcom vs. SNK 2*, Dhalsim's standing MK, perhaps his best normal in *Capcom vs. SNK*, appears slower and has less priority. Dhalsim's normal kicks in general appear to be much slower, allowing them to be punished easily. Dhalsim's punches, having never been particularly useful in the first place, become a requirement of sorts, particularly crouching HP. The larger field of play removes much of Dhalsim's spacing dominance, and he is forced to take to the air frequently to escape assaults at close range, where Dhalsim is weaker. Manual control over his limbs makes Dhalsim slightly more formidable at close range, but a distance-oriented strategy is still considered ideal. Dhalsim does not benefit enormously from any Ratio, and can be played with similar efficiency in any position on a team.

An extremely slow, methodical character, Dhalsim's main Special Attack has always been and probably always will be Yoga Fire. It is a fairly standard projectile, possessing no special qualities other than varied speed. That said, Yoga Fire (LP) is probably best in most spacing and tempo-controlling situations. From full screen, don't expect to catch anyone by surprise with this move, especially from full range, but it is great for manipulative reasons. If, at full screen, your opponent blocks, throw out a long arm attack, such as crouching HP, to chip off a bit of extra guard meter, and prepare another Yoga Fire. If opponents decide to jump, anticipate this attack with either standing MK or HK. Note the suggestion to anticipate; usually Dhalsim's attacks are much too slow to use in a reactionary manner. Knowing your opponent's tendency is the best weapon you have to use in this game.



Surprisingly, Dhalsim does possess a bit of mid range capability in *Capcom vs. SNK 2*. Yoga Blast has successfully served as one of Dhalsim's best anti-air attacks. Unfortunately, like most of Dhalsim's moves, it must be used in anticipation of attacks, as the input command is a bit long (not to mention awkward) for a reactionary move. At mid range, standing MK is a startling reminder that Dhalsim still controls where he wants his opponent to be most of the time. This alone usually keeps opponents grounded. If opponents do manage to get into the air, Yoga Blast will send even the most offensively oriented player into retreat. Once you have your opponent too scared to jump, return to a very patient Yoga Fire/standing HP approach.



Drill Kicks return to a position of usefulness in this Dhalsim incarnation. They allow Dhalsim to move quickly in the air (his normal jumps are closer to floating) covering good bits of ground while maintaining an offensive posture. Rapid-fire Drill Kicks, used sparingly, serve to annoy and frustrate opponents for short periods of time. Jump into the air and immediately perform a Drill Kick, usually the HK version, and upon landing, jump and repeat. This attack style is by no means as effective as Dhalsim's other more methodical strategies, and should only be used when Dhalsim is trapped or desperate to gain space.

A discussion of Dhalsim's strategy would be incomplete if one did not address the Yoga Smash. These "Yoga Noogies" have been a staple of annoyance since Dhalsim's inception. Since Dhalsim spends most of his time grounded, forcing opponents into corners, he spends a large amount of his time ready to throw. Rolling to throw with Dhalsim is an extremely important strategy, crucial to his ability to do effective damage. If nothing else, Yoga Smash frequently disrupts attack strings from your opponent, and is long enough for Dhalsim to collect his thoughts and begin his attack strings anew.

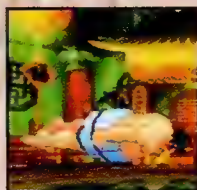


E.HONDA

The lumbering Edmund Honda needs all the help he can get from the game system to hurl his bloated sumo body at opponents in any effective way. That said, he is best played as a Ratio 2 character (giving him added health and damage benefits) and preferably in the final slot. C Groove is not a bad idea, as air blocking and Rolling only help his positioning. Nevertheless, Honda appears to have a harder time controlling tempo in the round as well as initiating his deadly attack patterns based upon the Super Hyakkan Otoshi.



Usually, Honda's Super Zutsuki (LP) is enough to discourage jump-in attacks from opponents. When opponents traditionally jump in, this shorter, slower version of this attack becomes a sort of invincible somersault head-butt. In *Capcom vs. SNK 2*, there are many attacks that simply disrupt Super Hyakkan Otoshi, forcing Honda to only trade hits. Additionally, due to the larger screen lengths in the game, Honda is not able to hurry his opponents into the corner and drop Super Hyakkan Otoshi on them. Instead, he is left to fend for himself in the middle of the screen. C Groove helps greatly with Rolling and Air Blocking, but it is still a bit difficult. Against projectile characters, roll through fireballs and stay low (using \blacktriangle allows you to charge up for a few moves at the same time). Try not to get lured into positions that leave you exposed without having either Super Hyakkan Otoshi or Super Zutsuki charged.



The best method to consistent damage is to try to ground opponents, using either throws or other normal trips, and then fire consistent, rapid Super Hyakkan Otoshis (LK) at grounded opponents. The LK version strikes low and quickly, has great priority, and can cause confusing cross-up opportunities. Even if it does not connect clean, it leaves you relatively safe when blocked, allowing you to begin another Super Hyakkan Otoshi (LK) instantly. In the original *Capcom vs. SNK*, you could 2-in-1 a crouching LK before Hyakkan Otoshi, but everything appears slowed down in *Capcom vs. SNK 2*. While it's still physically possible within the parameters of the game, crouching LK is delivered much slower, and can be frequently disrupted. Instead, charge Hyakkan Otoshi constantly by holding \blacktriangle immediately after inputting the previous Super Hyakkan Otoshi's command.

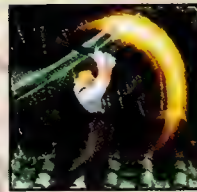
Super Zutsuki (HP) is a fairly capable move in certain situations. Honda is a sitting duck at anything outside mid screen range, and Super Zutsuki (HP) closes the gap very quickly. Of course, Honda has had this move since he first appeared in *World Warriors*, and opponents will be looking for it. Try it after you ground an opponent and they land at a distance. If you begin the move right before their get up animation begins, Super Zutsuki usually gets there before retaliation is possible.

If Honda is placed in the clean-up position in a team, there's a good chance that of having some Super Meter left over at the beginning of the round. This is actually where Honda shines. Onimusou is by far and away his best weapon. By virtue of Honda's charging nature, he is, in a sense, always prepared to execute this move. It does reasonable damage against a jumping opponent, but it's best used to stuff an opponent's attack in its initial animation, with the Lv 3 version overwhelming everything. When you can, use this move and use it liberally; it will become your best friend.



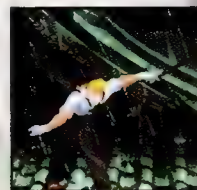
EAGLE

Eagle isn't much of a flashy "combo character" but he can be deadly when played effectively. His moves consist primarily of counter-attacks and anti-projectile moves. To make his play style as simple and direct as possible, Ratio 1 in C or A groove is probably the best choice. His super-building ability is decent so he should probably be played as the first or second character in the lineup. Eagle is best played at a distance, countering and anticipating moves for counters. He has great normals and Special Attacks ideal for countering jump-ins and keeping adequate distance between himself and his opponents.

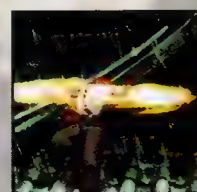


Eagle needs to maintain separation in battle so that he can spot and retaliate against attacks from opponent. Crouching MP hits twice, doing respectable damage as well as causing additional separation. When trying to knock an opponent out of the air, standing MP performs that job handily. When the opportunity presents itself, jumping HK is a good solid jump in move, though its reach isn't so great. It should be the only move you do when it comes to jumping over projectiles and getting close into the opponent for attacks. He is a strong character from far away but has a few moves and combos that are great for close range combat as well.

Many of his counter Special Attacks work well when timed right, and that can be a difficult thing to do sometimes. Canterbury Blue High, Mid and Low can be delayed to help you with the timing, although the animation for each is different. That can reveal to the opponent what you're doing next. Liverpool White is a great anti projectile move as well as an overhead; it should be used against someone constantly throwing projectiles at you, where you just leap over them for a hit. Oxford Red is a great Guard Crush and pressure move. Although the recovery time isn't the quickest, it's still good to use while opponents are in the corner, forcing them to block. Manchester Black is probably one of his best moves for jumping opponents. It's fast and has a forward and backward attack area, so no matter where they land, they will get hit. It's also not bad for drawing your opponents in after the first hit.



Eagle has two Super Combos, and one is more effective than the other. Manchester Gold is the better move out of the two. It works like Manchester Black with front and back hit areas. It is used just like Manchester Black to draw opponents in for Guard Meter damage or jumping opponents, but it has a higher hit priority than the normal move. Union Jack Platinum is weaker, but still effective nonetheless. This Super Combo should be used for extra damage or to keep pressure on opponents, forcing them to block for a little bit of guard damage. Try to avoid using it at Lv 3, it's just a waste.



GUILE

It's great to see Guile making a strong return to the gaming scene, being absent from games for a few years before returning to popularity. In this particular incarnation, Guile's core strategy remains the same. He is still a defensive character, relying on Sonic Booms and Somersault Kicks exclusively. His battery of normals serves to encourage would-be jump-ins and rolls, and his Super Combos put the exclamation point on his methodical play style. Guile's going to want to charge \star during most of his matches, always ready to unleash Special Attacks and Super Combos. While Guile could probably be played well as a Ratio 1 character, as a Ratio 2 he accomplishes his play style more effectively.



Guile's spatial strategy starts with both Sonic Boom and Somersault Kick. Using Sonic Boom (LP), Guile encourages opponents into a retreating mode, blocking often and ending up in a corner. Somersault Kick is there to discourage forward movement. Any time opponents would think to jump, flash one off in their face, convincingly and consistently. The threat of Somersault Kick is always at the front of many people's minds, so you may not be put in this situation very often. Of course, you can always throw out Somersault Kick (HK) to keep people on their toes, and it's not too bad as a combo finisher either.



Guile has a great little normal mix-up with crouching MK and crouching HK. The first kick in crouching HK's animation looks deceptively like crouching MK. Since the crouching HK is a deliberate move, fire this out just outside of it connecting, and your opponent may see this as a great opportunity to punish you with a jump-in attack. Perform a crouching MK to encourage the jump-in, then punish immediately with a Somersault Kick. In a high-stress fight, this will happen more times than you might think, especially against lesser opponents, or opponents who are frustrated by the few opportunities to retaliate against Guile.



Guile's Super Combos are primarily there to accentuate his Special Attacks' damage. Somersault Strike can fill in for a Somersault Kick, and Sonic Hurricane is a great combo-finisher. Total Wipeout is a standalone Super Combo that is a great retaliatory tool. After Guile has blocked an opponent's long-recovery attacks, squeeze this in this Super Combo. Since Guile should always block with \star , he essentially always has one of his moves charged, so fire them out.

KEN

Ken's basic strategy has changed little from his appearance back in *Street Fighter 2*. Offensive rush down tactics are the best way to go about using Ken as he is extremely fast and has high priority on his Special Attacks. Constant barrages of quick poking attacks in close, such as crouching LP, crouching LK to standing HK, will push Ken out of counter attack range and set him up for another series or place him in optimum range to tag jumping in opponents that try to counter attack. Try switching between this string and crouching LP, crouching LK to Rib Smasher. Rib Smasher does not push back quite as far and causes tremendous Guard Meter damage. Coupled with the fact that Ken is still within range to perform another Rib Smasher or Inazuma Kakato Wari to hit a crouching opponent makes this string deceptive. Another excellent in close string is standing LK, crouching LP, Inazuma Kakato Wari, to Rib Smasher. This string mixes high attacks, low attacks and a top down into one fluid series that can really cause problems for opponents in the corner. In addition to the pressure, it inflicts ridiculous Guard Meter damage if blocked, setting up a crouching MK to a Shouryureppa. Of course, if any of these poking strings are not blocked, flow into the combo of your choice.



Ken's kick mix ups (Nataotoshi Kick, Kamabara Kick, Oosotomawashi Kick) can be cancelled into Inazuma Kakato Wari whether it is blocked or not, adding some Guard Crush and a chance to catch opponents off guard for a clean connection. Kamabara Kick hits twice while the others hit only once, though Oosotomawashi does knockdown. Any of these three can be used in a combo, adding to their usefulness. These kicks form the basis of most of Ken's pressure offense, and when varied, can lead to a very confusing game of mix-ups.

One of Ken's best moves has always been Tatumaki Sempukyaku but in *Capcom vs. SNK 2* it has lost some of its effectiveness. It doesn't knock down, even on a full contact, so be careful when the move completes. Dishing out nice block damage, it can be used to tick damage someone to death with surprising ease. It is still useful as a high damage combo ender, and tears through a health bar. All the Tatumaki Sempukyaks can pass through most any projectile if timed properly. The first few frames of animation are completely impervious to damage. Coming in from the air is where Tatumaki Sempukyaku really helped Ken's pressure tactics in previous incarnations, but in *Capcom vs. SNK 2* that technique has been toned down a little. The actual kicks now stop well before Ken gets to the ground unless it is started ridiculously late. This limits Tatumaki Sempukyaku to be used on the ground or to meet jumping opponents in the air. This hurts the effectiveness of Ken's air-to-ground set ups slightly. Luckily he shares one of the best air-to-ground combo set-ups in the game with the other Shotokan fighters, jumping MK.



Oddly, Ken's jumping MK looks slightly different than the other Shotokans' do. It needs to be performed a little early to set up cross ups, but it is highly effective in this respect. Most of Ken's ground combos can be started with this cross up to tack on another hit. Flowing into Ken's tremendous ground poke set-ups from the jumping MK is a staple of an advanced fighter's tactics. An excellent setup is jumping MK cross up, standing LP to either of Ken's throws. This tactic works almost at will as the LP comes out too quickly to be effectively countered if the jumping MK is blocked, allowing an easy throw. The only real escape is to escape the throw, which leaves neither fighter at an advantage, making Ken's attack unpunishable.

CONTINUES

KEN CONTINUED

Of course, Ken still possesses the Shotokan staple attacks, Hadouken and Shouryuken. These attacks are used the same as in most any other Street Fighter game. Hadouken is an excellent combo finisher, but is mainly used to pressure distant opponents or counter other projectiles. Slow Hadoukens can tag jumping in opponents if you anticipate properly. Shouryuken is possibly the best anti-air Special Attack, possessing insane priority and almost 100% invincibility. Shouryuken (HP) hits 3 times and should be used in combo situations, while LP and MP are best for countering jump in attacks. LP can counter pretty much any jump in attack and is wonderful against any opponent trying to pressure you on get up. Shouryuken (LP) cannot be used enough, it is relatively safe if blocked and is the staple of Ken's defense. MP version hits twice up close, but in general only Shouryuken (LP) should be used exposed as it has much less recovery time. If Ken is in a Groove that supports Rolling, a roll to crouching HP to Shoryuken (HP) is a highly damaging combo.



Zenpou Tenshin can be linked much as any Special Attack, allowing it to be used at the end of poke strings to get on the other side of opponents. This can lead to a continuation of a poke string to hopefully break down a defense. The LP version is the best to use in close as it travels quickly and leaves you next to opponents' backs with little recovery time. This sets up a perfect throw opportunity.



Guard Crushing is one of Ken's specialties with quick hitting Special Normals, but he possesses a Super Combo that is even more effective. Shinryuken is a Guard Meter nightmare, even at Lv 1. Lv 1 does meter damage as an HP or HK, making it a guaranteed Guard Break against an opponent who is SLIGHTLY below flashing Guard Meter level. Lv 2 takes more than a Lv 1, but that is generally a waste of a Super Meter as you will only want to use this tactic if you are SURE you are going to get the break, as it is punishable if blocked. An excellent way to punish after a Guard Break is a Shippu Jinrai Kyaku. This Lv 3&MAX only Super Combo does insane damage and can end a battle quickly, and with Ken's excellent poke strings and guard crushing abilities it should be quite easy to set up.

Stay on your opponent with Ken, constantly attacking with quick poke strings that include his Special Normals and opponents will have little time to do anything but block. Pressure is Ken's defining feature, so perfect Zenpou Tenshin to get out of trouble if you sense a counterattack to pokes and abuse the kick mix-ups at every chance. It is possible to rely on the tried and true method of Hadouken pressure and Shouryuken anti-air properties, but this is really limiting the way that Ken can be played. Played to his fullest, Ken is without a doubt one of the better *Capcom vs. SNK 2* fighters.



KYOSUKE

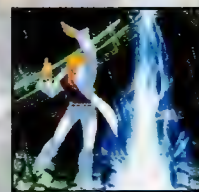
Kyosuke at first seems to be built for an offensive game with quick movement and ample combos, but a defensive game is where he really holds his own. Many of Kyosuke's moves center on keeping opponents from getting close. The most useful move for this is Cross Cutter. Cross Cutter throws out not one, but two small projectiles in a sort of wavy pattern. This makes Cross Cutter significantly more difficult to jump over and slide under. It's possible to work this into some nice corner traps. From about one and a half character length to two character lengths out of the corner, throw Cross Cutters out and opponents have little chance to do anything but roll through or counter attack, which is tough. Mix with a few throws and you have a nice little pressure tool.



Another nice tool is Shadow Cut Kick. It is similar to Guile's Special Attack, but without the same priority. It can be snuffed or traded a little easier than a Shouryuken for instance, but if performed a little early it's very effective. It can be performed in the air as well, but this is only really useful in air combos. Mainly use Shadow Cut Kick to snuff jump in attacks after a Cross Cutter is blocked or when an opponent is just jumping in for a combo.



In addition to these two valuable defensive moves, Kyosuke has a few other less effective ones that have their moments. Lightning Upper is basically an extended normal uppercut with better priority. It can be used in the same situations as a Shadow Cut Kick but with less range in the vertical and horizontal axis. It can be used as a moderately effective ground poke though and if it connects it can be "jump cancelled" by Kyosuke by rapidly pressing \uparrow after it connects. This allows Kyosuke to land one of his air combo strings, making Lightning Upper a setup for more damage. In the right situation this is an excellent Special Attack.



A completely offensive move, Shadow Breaker is an underrated Special Attack as it is fast and possesses top down properties, effectively blowing through crouching players. A few pokes into Shadow Breaker is an excellent tactic that hits surprisingly often and is so quick that even if blocked Kyosuke is pretty safe. If not abused it can be that extra little push that is needed to chip damage.

If playing offensively, use C Groove as it allows some meaty damage due to the C Groove's Super Combo Interrupt feature. An exceptionally nice combo is tagging an airborne opponent with one of the air strings such as LP, MP and tagging a Super Shadow Cut Kick after it then canceling into a normal Shadow Cut Kick. These extra little damage bonuses add up over a match and really bang away at the health. Kyosuke's air combos turn any Lightning Upper or jump attack into a prospect for nice damage.

As far as Super Combos, Kyosuke's are all "Super" versions of his Special Attacks and can be used the same way in most instances. Super Cross Cutter hits many more times and, without some fast reflexes, is almost impossible to avoid from sweep distance but generally not worth the attempt unless trying to land some tick damage. Super Lightning Upper does some nice damage and can be jump cancelled just like the normal version, setting up an air combo at the end making it the Super Combo of choice. Super Shadow Cut Kick is basically an ender to combos but can be used to stop get up games pretty easily. Keep in mind that the Lv 2 can be cancelled into Lv 1 in C Groove for nice damage.



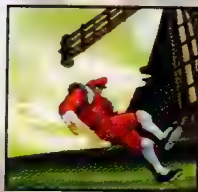
Kyosuke is basically a defensive character at heart, but possesses some offensive capabilities for those that like to rush down. He isn't the strongest in *Capcom vs. SNK 2*, but he is different and challenging and sure to be a favorite.

M. BISON

With the addition of Psycho Crusher, Bison is once again a top character. Tremendous damage potential combined with the relative safety of this move means it can be used liberally. Psycho Crusher(HP) travels full screen, even if blocked. In fact, it blows through a blocking opponent and travels to the other side of the screen, making countering near impossible. Only the LP version is easily punishable as it travels only slightly through the opponent and can be hit clean as you end up on the opposite side. Use it in combos if you must, but the HP version should be used in any other instance. Psycho Crusher can counter jump-ins as well if timed properly. Psycho Crusher (LP) travels slowly and is easiest to use versus airborne attackers, though many air-to-ground moves have a greater priority unless hit dead on.



Double Knee Press is Bison's staple move. It can be comboed, travels a great distance and has insane priority. Double Knee Press clean hits any low attack and can be used just outside of sweep range to plow through opponents for a knockdown. In close poking games, pop out Double Knee Press every so often to chip away and hopefully score a clean hit. A crouching LP, crouching MK to Double Knee Press is a nice combo and can be followed with a ↓ + HK slide to get in close after the knockdown and repeat or poke. The HK version, while superior in damage potential, is easily punishable when blocked, so the LK and MK version should be used in poke games. The HK is still the tool of choice in a combo however. Psycho Vanish is a projectile reflector. It hits multiple times up close but really is too slow to do anything worthwhile. Stick to Double Knee Presses when in range. Jump in pressure with jumping HK, crouching MK to Double Knee Press is the main means of dealing damage with Bison, along with pokes on the ground involving speedy LPs, both standing and crouching and the long reaching MK and HK.



As far as poking, standing HK is the choice. It has range, speed, priority and can usually stuff projectile attempts if close enough. Rely on this as the primary set up for Double Knee Presses and Psycho Crushers as well as Guard Meter damage. It takes the standard HK amount of damage but is fast enough to be abused. Some decent corner traps can be set up with the HK, such as a jumping HK, crouching LP, crouching MK, then a slight pause to a standing HK. This puts Bison about a character and a half length away...perfect range to stick out another HK if the opponent tries to throw a projectile or attack with a slow hitting move. If they try to roll, just throw them back into the corner. Pop out a Double Knee Press to counter jumps or to fly over a sweep. Throws that are performed while an opponent is rolling cannot be escaped, so this is a pretty iron clad tactic with many fighters, not just Bison. The standing HK is useful against Dhalsim as it can tag extended limb with ease. The same goes for Vice and Da Cide. Wait for the move to come out and stick HK out when it is returning. Standing MK shares the animation with standing HK but is less damaging and is not that much quicker. Crouching HK is a long-range-slide that grounds when it hits, but when blocked leaves Bison open for pretty much anything. Only use it when an opponent is in wind up animation, or you know it will connect, such as after a long delay move.

M. BISON CONTINUED

As far as Super Combos, it doesn't get much better than Mega Psycho Crusher. Insane damage and priority against any attack make this a fearsome move. Additionally, it can be comboed behind a crouching MK. Jumping HK, crouching MK to Mega Psycho Crusher ends matches quickly. Even when blocked, it does tick damage like crazy. Knee Press Nightmare can be used in place of this in combos but does less damage. On the upside it has Lv 1 and Lv 2 versions, so it can be used when a full Super Meter isn't available. These two Super Combos make a duo of incredible priority attacks that should be easy to stick into a match.

Bison's ↓ + Special Attacks are mainly used as evasive maneuvers but can be used offensively with some effect. Generally stay away from these as they are not very reliable and when used in the wrong place can leave Bison open for attacks. Head Press is the tool of choice in this bunch and is pretty effective at tagging projectile throwers from half screen or so. Anticipate the projectile and throw it out a little early to make contact. Alternately, link this behind a blocked poking attack to catch an opponent that tries to counter with a slow move. Either follow it up with a P or evade away to full screen. Using constant pressure with Bison's HK and Knee Press is still the best way to go however.

Bison's best ant-air attack is standing HP. When advancing forward, standing HP is about your only real choice. It is a mini uppercut, has decent enough priority on other normals, though air to ground specials will pose a slight problem as they seem to trade hits. As stated earlier, Psycho Crusher can be used to counter jump-ins, but it requires some tight timing. Even with that difficulty, this is the best bet as you will most likely have a ← charged while on the ground.

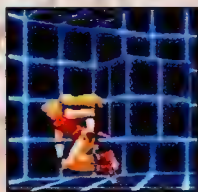


MAKI

Maki's Bushin Style centers on movement; an impressive amount of movement really. Most of her Special Attacks revolve around her running abilities, forming the basis of her effectiveness as an offensive powerhouse. The first thing to learn with Maki is how to cancel her forward run special (Hayagake) into the reverse one (Saka Hayagake). This is confusing to opponents, and while it seems at first to leave Maki open, most opponents get so freaked about her mix-ups out of these moves that they simply block, having to guess at what is coming. Chuu De Wazaga Hassei and Kyou De Wazaga Hassei are the two main tools out of the Hayagake, one hitting low, and one high. This is a deadly mix up game as the Hayagake is so fast. The only real way to counter is to jump and hopefully get out of having to choose to block, but this difficult for the entire opponent's with the best reflexes. An extremely nasty corner trap can be built out of these two throws. If a successful throw lands and it puts the opponent in the corner, you can start it again before they get up and they have no choice but to guess which one is coming. The only counter is a perfectly timed get up Super Combo that is incredibly hard to land. Most of Maki's damage will come from these two throw Special Attacks and they can be used with pretty much reckless abandon.



The rest of Maki's game is basically get away tools and some nice strings. Her Final Chain strings are ground only string combos that are fairly easy to land when in close and they seem to possess nice priority over normals. Final Chain 2 actually pops up but the timing is fierce on it, while Final Chain 1 is easy to execute. These chains can be used whether they hit or are blocked, so even a blocked chain can at least take down some Guard Meter. The moves off of the Hayagake can be used to confuse or get in close to opponents and are nice as a means of setting the pace of a match.



Maki has a command throw that is air only and like other command throws in the air its usefulness is limited, but on the ground the throw turns into a 720 Super Combo (Ajara Tengu) which is fairly nice on a roll. Roll through to throw is a *Capcom vs. SNK* staple, and a roll through to 720 Super Combo is even better. It's much easier to land a 720 after rolling since during the roll it isn't possible to over rotate and jump. This tactic is excellent for getting through projectiles and landing some decent damage. It doesn't do as much as most 720 supers but it is certainly one of Maki's biggest damage moves. Ajara Tengu, like the normal command throw in air, is hard to land and basically useful only for bragging rights.



Maki has a unique special attack, the Reppu Kyaku. It has high priority over most everything but Super Combos, but takes a small amount of health from Maki when performed, mimicking the system in *Final Fight 2* where she originated. It stops most jump-ins with no problem and can be used in that respect.



Stay moving with Maki and mix her several moves from the Hayagake and the opponent will be confused and susceptible to taking damage. Offense is key for Maki as she lacks any real defensive counters. Rush down like crazy and reap the rewards.

MORRIGAN

Morrigan has been upgraded a great deal from *Capcom vs. SNK*. Her most notable upgrade is Shell Kick from *Darkstalkers*. This $\downarrow +$ HK is a ridiculously effective attack against any character that lacks a consistent anti-air attack, such as a Shouryuken. Even these require a little guess work as they will have to be performed so early that it's hard to feel secure in sticking it out as Morrigan could not jump and opt to block the attack or roll through. Against any other character you can abuse Shell Kick as it can be performed at any height, even lower than a Low Jump. Rolling through Shell Kick is possible but if Morrigan refrains from performing Shell Kick over and over, the opponent should have a hard time knowing when to roll and when to try to avoid a throw. Additionally, Shell Kick has remarkable priority over most other moves, including Special Attacks, so unless opponents know it's coming, it's probable that at worst, you'll trade hits. With Rolling being so effective, corner traps are more about mix-ups than lock downs for most characters, including Morrigan. Mixing the Shell Kick pressure with a random throw or sweep is quite effective. In the corner its even possible, albeit extremely difficult, to link a standing LP into chain combo after Shell Kick which can set up a chain.

Another notable feature is that it is now easy to cross up with jumping MK. This allows all sorts of meaty combos to be cooked up. A cross up jumping MK to a standing LP, LK, crouching MK chain to Soul Phoenix is a nice combo that is fairly easy to pull off and does nice damage. With this and Shell Kick, Morrigan's air-to-ground game is healthy.



Jumping LP can be linked to Darkness Illusion in the air, creating a nasty 28 Hit combo that does about 50% damage on equal Ratio opponents. Try to time the second LP to be the one that connects with the opponent in the air and this becomes much easier to perform, though it is by no means easy in any regard. With practice however this can lead to a win if you have a Super level stored.



Soul Fist (LP) now only travels about three-quarters of the screen, with the other two versions traveling full screen. They are all much faster, allowing projectile battles to become slightly more feasible. The air version is as good as always, possessing a shallow angle of decent that can pin opponents to the ground during a bout. The Super Combo version on the ground is even better now as its increased speed allows it to be linked behind a crouching MK. This was never previously possible and is huge for Morrigan's in close poke game. The air version has been said to be slow, but after testing it, it seems to be one of the better air-to-ground projectiles Super Combos. It is only marginally slower than a normal Soul Fist and does solid damage.



Morrigan regains her insane chain assortment and it helps her greatly in *Capcom vs. SNK 2* now that crouching MP and MK can be buffered in the middle without having to chain cancel. This means combos such as crouching LP, crouching LK, crouching MK to crouching HK can be used, or can be modified to tag a Soul Phoenix on after the MK for bigger damage. Morrigan can chain any normal attack to any normal attack that is one button lower or the same as the current one used. Example, standing MP can be chained from a standing or crouching LP or LK, or a crouching MK, but not a normal that uses HP. Stick a HP or HK on the end of a blocked chain

MORRIGAN CONTINUED

push Morrigan out far enough that she cannot be countered. It's generally useful to always complete the chain with a HP or HK if the first half is blocked. An assortment of standing attacks and crouching attacks in a single chain allows a much better chance of landing a hit than chaining all standing or all crouching, so be aware of which attacks you are throwing out. Over the course of a match start to vary the chains up, sometimes stopping in the middle to walk up and throw. This is a great confusion tactic.

All of these in close poking games are fine for Morrigan, but she can also be played much like a Shotokan on the defensive end. Shadow Blade is a high priority Shouryuken-type Special Attack that is used the same way. Any jump in should be met with a Shadow Blade or Cardinal Blade, which is



better as it does full damage on jumping opponents, unlike most other Super Combos of its type. It's great against opponents trying to pressure you while on the ground. If you are in a Groove that supports Tactical Recovery, opt to hang out on the ground a little longer than normal and pop it out on get up to connect with whatever whiffed move opponents tried to use for pressure. Alternately, full screen Soul Fists mixed with air Soul Fists can be very effective, especially against non Rolling Groove fighters. The Soul Fist(HP) should be used in the air as it travels full screen the fastest and shares the wind up speed with the LP version.

Morrigan's Guard Crushing ability should not be overlooked as her standing HK hits multiple times for very nice crush damage. Mix with a few well timed Shell Kicks and chains to effectively chip away at a Guard Meter until getting a shot at a Super Combo.

ROLENTO

Rolento is one of the strongest characters in the game due in part in his ability to move around the screen with ease and speed. He does some pretty hefty damage as well. Capcom has blessed Rolento with some impressive special movement techniques, like Scouter Jump and Mekong Delta Escape. Scouter Jump is great for countering projectile characters from full screen, plus you can follow up with any combo once the jumping attack lands. Rolento's main strength is his variety. He is equally deadly at just about any distance. Rolento's other strengths are his excellent normal attacks that have great distance and great priority and his excellent jump that has range and speed lacking in many other characters.

One of his best normal attack is standing HP. It's a great follow up after a blocked Stinger attack. Crouching HP is another great attack with surprising range on it. It can beat or trade hits with most ground attacks. Standing MP can cleanly take out any jumping attack when threatened by a close jumping attack.

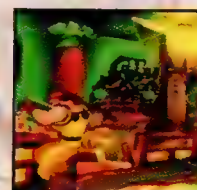


If opponents are jumping from far away, more than half screen, use standing HK. As far as jumping attacks go, jumping HK is by far the best due to priority and combo potential. For air to air counters stick to jumping LK.

Another impressive normal move is standing LP. It's not quite as nice as it was back in the *Street Fighter Alpha* series, but it is still a very annoying poke tool. Walk towards an opponent and continuously stick LPs at a blocking character. Very few opponents will be able to deal with this and will take the Guard Meter damage and be forced back into the corner. A well timed Super Combo can usually stop this assault, but the timing must be very precise. After three or four pokes, opponents will be pushed out enough that they MAY be able to counter with a normal, but even then Rolento can just take the trade and start again. The ability of this move can not be stressed enough even in its toned down version.



After a Patriot Circle combo lands, take a few steps back then Pogo Jump into a cross up MK for another combo opportunity much like in the *Street Fighter Alpha* series. This is a staple of Rolento's offense and the range should be learned. Moving right along to Special Attacks, the best and most used attack is going to be Stinger. Always use Stinger(HK), just press the HK at different heights to determine the distance. Remember to throw out a standing HP after a blocked Stinger attack. Surprisingly this yields better results than one would think. The overhead action of the move will stop a jump in at the early stages and overpower most ground retaliation.



Take No Prisoners has gained an extreme upgrade in that it can now be linked from a crouching MK! This is huge as it allows this Super Combo to be used much more frequently, not to mention the extra little bit of damage the crouching MK contributes.

RYU AND EVIL RYU

The crouching HK, Shin Shouryuken is gone! Ryu finally returns to some sort of competitive legitimacy in *Capcom vs. SNK 2*, but only remotely so. He is still one of the most complete characters in fighting games. His is the basis by which all fireball/uppercut strategy is formed, and the nature of his fighting style solidifies Ryu as an extremely effective Ratio 2 clean-up character. Ryu's speedy Hadouken pins opponents into a corner when he needs it to, forces them to jump when he wants them to, and adds the extra damage to combos that it's supposed to. Shouryuken, best used as LP or MP versions, almost completely removes any jump-in attack threat from opponents, and allows Ryu to concentrate on his offensive agenda.

Ryu's battery of normal moves is among the best in the game. While naturally a smaller character, Ryu is often in positions to initiate poke strings, focused primarily around Light and Medium crouching attacks. These attacks serve to erode Guard Meter, as well as to annoy opponents, encouraging retaliation. Incidentally, it's important to remember that poke strings can connect clean with opponents, almost taking punishment-free damage! Ryu's crouching MK, and crouching HP serve as his main 2-in-1 links to Hadoukens. Usually, Ryu can ground opponents with a Shouryuken, or pin them into a crouching position, often making anti-air retaliation difficult. Try to cross up opponents with a jumping MK or HK, and finish the combo with a 2-in-1 (usually ending in a Hadouken). If these are blocked, Ryu can then fall back onto his poke strings, wait for his opponent to jump, or continue with a Hadouken barrage.



Tatsumaki Senpukyaku is a great move to use not so much for its offensive qualities as it is for its positional benefits. When used while jumping, Tatsumaki Senpukyaku gives Ryu a higher arc as well as an added bit of defense against retaliation. It also allows Ryu to move quickly from one end of the screen to the other, whether in attack or in retreat.

Ryu's go-to Super Combo will probably always be Shinku Hadouken. One way to use this move many people may not immediately see is as anti-air. Shinku Hadouken has a burst-like effect that extends its hit detection in a wide radius. Many people attempting a jump-in attack will be quite surprised when they jump right on top of the Shinku Hadouken and receive most of the damage they would have if they were hit by the same move on the ground. Of course, the Super Combo is also used traditionally a combo-finisher, and can replace a Hadouken in normal combos for that added bit of damage.

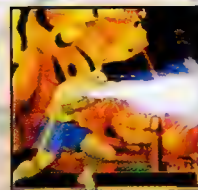
A quick word on Shin Shouryuken: It's still there and it's still deadly. This "Super Uppercut" does insane damage (it is Lv3&MAX only) standalone or in combo. It is possible to combo it in some traditional ways. For instance, behind a crouching MK with little if any damage penalty. Use this Super Combo when you know it's guaranteed to punish, as its recovery leaves you very vulnerable.



Evil Ryu, while nearly identical to Ryu, has some differences that are worth noting. He can combo Shouryuken, Tatsumaki Senpukyaku, and Messatsu Goushouryuken off of crouching HK. He also has a nifty chain mini-combo, standing MP, standing HP. It's not going to be a terribly useful chain as it's easily ducked, but it's good to know it's there. Evil Ryu's Tatsumaki Senpukyaku also has a different trajectory; it's not as bad as the slow, linear path it had in *Capcom vs. SNK*, but it's still slower and less effective than Ryu's.

SAGAT

Sagat is easily a top contender for the strongest character in the game. He can deal out massive amounts of damage in quick doses with some of the best priority around. Most of his offense stems from powerful normal attacks. With standing HP, crouching HP, and standing MK you can take out most opponents with ease. Sagat is at his best in N Groove, due mostly to the ability to run and counter roll, aiding with spacing.



Always try to end a blocked string of normal attacks with standing HP or standing MK. With Sagat's height these two moves will take out opponents that may try to jump after blocked attacks. Sagat's various levels and speed of Tiger Shots will not come into play quite as much as they did in previous Street Fighter games. That's not to say they don't serve a good purpose, only that you will want to use these from far away to get opponents to jump at you or force them to advance.



Life is much easier on Sagat when he is up close and personal with opponents. The ideal range is going to be just outside of sweep range. When at that range, one of four things will happen. Opponents may be stupid enough to try to enter into a poking match with Sagat. At that point, use your choice of crouching HP or standing MK to pummel any attempt they throw. They might also try to jump in for a combo or possible cross up attempt, depending on the opponent faced. This is where Sagat's height comes into play, as he is able to knock any character out of a jump attempt with standing HP or standing MK. Another choice they have is a roll, hoping to avoid Sagat's evil pokes. When you see this, throw them and get back into position as quickly as possible. The final option is that they will try to throw a projectile or some other Special Attack with hopes of beating out Sagat's normal attacks. Here Sagat has two choices, either throw out a normal attack since most of the time Sagat either trades hits or actually beats the Special Attack. Alternately, opt for a roll to Super Combo or roll to throw.



Stay at this range for the entire match if possible, and use quick reflexes to counter whatever opponents might attack with. With a little bit of practice this becomes easier and you will quickly see the benefits of the practice. You will be able to frustrate a lot of players with these tactics. What makes Sagat such a strong character is that the fact that these techniques are easy to perform but hard to beat.

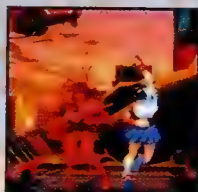
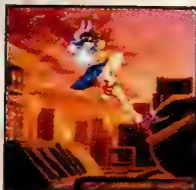
SAKURA

Sakura has gotten a lot stronger since the last *Capcom vs. SNK* competition. She has become a more balanced offensive character that can hold her own with anyone else in the game. Her best overall Groove choice is C, as in this Groove she can take full advantage of Rolling and Air Blocking. These will help her get close to opponents, which is where she needs to be for most of the match. Since you will be mounting an all out attack on opponents, Air Blocking will help you get away when you need some space to regain your thoughts. You will find that jumping away and air blocking a projectile will come in very handy during these times.

Use Oukakyaku in conjunction with Rolling to advance on opponents. A great mix up is to perform Oukakyaku within about a half screen distance away from the opponent, and then go straight into Flower Kick, an overhead attack. If Flower Kick is being blocked consistently, switch it up with Haruichiban, which hits low. This is one of her most damaging mix ups, so use it often and use it well. Don't be afraid to use Super Combos; there is no need to keep three levels stored for a long period of time, looking the chance to use it. There will be many combo opportunities during a fight, so don't shy away from using Lv 1 Super Combos as soon as one is available.

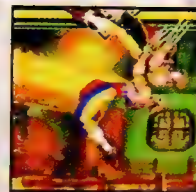
When fighting in very close range, use crouching LK and Hadoushou to score some major Guard Meter damage. Although Hadoushou has lost its ability to travel across the screen, it more than makes up for it with the amount of Guard Meter damage it does. A good tactic is to perform crouching LK linked to a Hadoushou(HP) then link to standing HK. This string of attacks when blocked will remove one-fourth of an opponent's Guard Meter. Since it will take four or five of these to break the opponent's guard, you will easily have stored up a one level of Super Meter and can take full advantage of the Guard Crush by utilizing Haruichiban or Midarezakura. After the opponent has been Guard Crushed once or twice he or she will most likely start trying to mount an attack, which will make it even easier to score some free hits. After landing a successful crouching HK or a Sakura Jime throw, take this time to try for a cross up attempt.

Jumping MK is by far the best chance to start a cross up combo. When an opponent is trying to keep you away with annoying little ground attacks, use standing HK to quickly score some nice damage and make him or her think twice about using those moves again. This will make it a bit easier to move into position. Remember keep the pressure on and keep it fresh. Try to mix up these tactics as much as possible and you should be able to destroy most Ratio 1 characters quickly and make way for the other members of your team to clean up.



VEGA

Vega is probably one of the more difficult characters to play. His moves and Special Attacks rarely link to any other moves. Vega remains the same as he has been in most of the previous games, with the exception of an effective new Super Combo. Vega should be played as a Ratio 1 or 2 character depending on how adept one is with his off the wall specials and poking ability. He should be the first character because of his lack of ability to build Super Meter. He is best played in C groove but can also be effective in A groove because of long range attacks which work well in Custom Combos. Crouching HP can keep opponents at a safe distance while you plan the next attack. It can also be used to keep the opponent in block while you charge back for Rolling Crystal Flash or off the wall attacks.



Most people would probably play Vega as a stay away character but that should not be the case. Many of his moves are good for that, but Rolling Crystal Flash can be effective up close. Jumping in or rolling in and executing some moves forces opponents to block while you charge up for one of Vega's Special Attacks. Though he doesn't have any linked normal attacks, Vega can still put pressure on opponents. Lunging Kick is useful for up close attacks, keeping opponents guessing. When jumping in, jumping HP is one of his strongest air normals and has a decently high priority. Along with his standing MP to keep distance when needed.



Unlike other characters, Vega has two special evade moves which help him to be deadly to projectile characters as well as non-projectile characters. With Back Slash and Short Back Slash, he can evade almost any projectile that comes at him with the disadvantage being he does it moving back. These evades can be used to dodge not only projectiles but also Super Combos and Special Attacks.

His off the wall moves which include the Sky High Claw, Izuna Drop and Flying Barcelona Attack, are good for keeping opponents guessing. That ability to control the direction of the moves adds to their usefulness. Trick opponents into thinking you've evaded, but instead execute one of these moves for a clean hit. The moves shouldn't be used often only because they are moderately easy to get knocked out of due to their long delay in execution. However, once Vega reaches the wall, the moves are superb anti-air attacks.



Red Impact has a long reach and fast execution time and should be used while opponents are recovering from a move. With its long reach there is little chance of repercussion after using this Super Combo. Keep in mind that it is a Lv 3&MAX only move and the gauge will be drained. Scarlet Mirage is also good for this, and is a great anti-air Super Combo. Flying Barcelona and Rolling Izuna Drop are good for tricking opponents into thinking a Special Attack is on the way instead of the Super Combo, providing doing a descent amount of damage once it lands.



YUN

Yun is best described as a mid-tier character. He can score victories over some of the lesser characters in the game but has an extremely hard time beating the Sagats and Cammys of the game. That's not to say he isn't a good choice for a team, but if you are looking for a powerhouse character you are better off picking someone else. Yun's main offense is a good close poking game. Fortunately he has two good moves to get in close from long distances: Zesshou-Hohou and Tetsuzankou.



Tetsuzankou is a great move against projectile characters. This move at start up passes through projectiles and ends with a shoulder smash, sending opponents into the air, leaving them open for a juggle combo. Don't try to get to fancy after landing one of these, just do the most damage possible that you can consistently perform. You will be landing this often, so there will be many chances to get practice. The easiest follow up that does the most damage is Senkyutai(HK).



Zesshou-Hohou is another great move to close the gap on opponents. Against projectile characters, it's best to not use this one too much. Against everyone else, use this move to lunge virtually full screen in less than a second, and score some damage and knock down, leaving them open for a cross up attempt.



Once up close, there should be two things on your mind: effectively using one of two chain combos(LP, LK, MP or MP, HP, ← + HP) to keep the pressure on. After either of the chains is blocked, it will push you out far enough away that you can keep the pressure on by trying to sweep. Often they will try to come back with a counter attack, which should leave them open for a quick attack. It's possible to wait a split second after the combo is blocked. If the opponent twitches, quickly do a Zesshou-Hohou to catch him or her off guard.

If the opponent likes to jump, you have some great anti-air moves available. Standing MK is great for taking out foes that jump at you from close distances. If you have enough time to perform Senkyutai, it is the better option. Sometimes you will not have enough time to do the controller motion and all but you will have enough time to press MK.

Staying close is your number one priority. If you find yourself getting pushed out use Zesshou-Hohou or Tetsuzankou to quickly get back in. If you are just out of sweep range use standing HK to counter any low attacks they might use to keep you from advancing. Use any Super Combos at Lv 2 or higher to pass through most attacks up close. Remember: stay close and keep attacking and you can quickly smother most of your opponents.

ZANGIEF

Zangief hasn't really changed much since the first *Capcom vs. SNK* game. The only difference is the ability to use a Groove to enhance his ability to get in close. Using N Groove and C Groove is Zangief's best bet. Overall, C Groove is a bit better because of the ability to air block. This helps when jumping in from long distances. If you are full screen away, a roll or jump with HP works best. From about a half screen away, the best jumping attack is Knee Drop (↓ + MK in the air). One of the more potent weapons is the ability to roll into Screw Pile Driver and Final Atomic Buster. This is what your opponent should be looking for the majority of the match. Use it wisely and sparingly. Any time you see someone throw a projectile and you are with in rolling range, immediately roll to Screw Pile Driver or Final Atomic Buster.



Although Zangief has only a few special moves, the ones available are very useful for getting up close. Vanishing Flat is pretty much useless, except in A Groove where it is possible to chain a Screw Pile Driver or Final Atomic Buster after it. Double Lariat is an awesome anti-air move that does a great deal of damage. It goes through mid level projectiles, although ground based ones still hit.



Some people try to deal with Zangief by playing aggressively, constantly jumping in and trying to smother him with moves. If caught in this situation, use Aerial Russian Slam, Double Lariat or roll under while they are in the air. Follow up a roll with a Flying Power Bomb. The Flying Power Bomb technique is particularly useful because it does great damage and Super Meter that can be used later for a Final Atomic Buster won't be lost. There is nothing worse than having to settle for a Screw Pile Driver because of wasting Super Meter on something else.



Here are a few tips on how to land Screw Pile Drivers more effectively during battle. First is the walking forward Screw Pile Driver. It is possible to perform any 360 degree grab just by doing a 270 degree motion, meaning you only have to hit 6 consecutive points on the controller. The best way to do this while walking forward is start at ↗, rotate to ↘ on the controller and press the required button just as you hit ↘. If done correctly you should not jump, but land a Screw Pile Driver while walking forward. This will catch some people off guard because they don't think you can actually do this. (Think back to the "walking forward Flash Kick" CPU Guile in previous *Street Fighter 2* games...won't it be nice to be the source of frustration instead of being frustrated?)

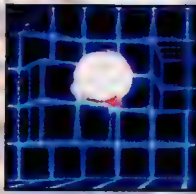
The other most widely used tactic is performing a Screw Pile Driver after a crouching LK. The trick here is that even if crouching LK is blocked, you can still combo Screw Pile Driver. This is probably the most effective tactic, so learn how to perform this technique consistently. A practical set up is to jump in with either Flying Body Press or Knee Drop and even if opponents block, do a crouching LK and then quickly bust out a Screw Pile Driver. If done correctly they cannot escape the throw even if they block both moves before it.

Last but not least is the roll to 360 tactic. This would be the best way to land Screw Pile Driver if you couldn't get thrown out of rolls. The only real time you want to do this is when you are in rolling distance and you can predict that your enemy will try a projectile or another move with long recovery time.

Keep all of these tactics in mind when playing Zangief and try to mix them up.

ATHENA

Athena is one of the most dynamic and effective characters in the game. Athena is fast, small, and can jump off of the screen edge, giving her additional movement options in the battle; it's extremely difficult for opponents to keep Athena where they want her. On the surface she may seem like a traditional fireball/uppercut character, but in fact her versatility really shines through when combining Phoenix Arrow, Psycho Ball Attack and Psycho Sword. Add in Psychic Teleport and you have a fighter equally proficient as a Ratio 1 offensive character or a patient Ratio 2 defensive clean-up character.



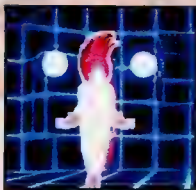
The basis of Athena's strategy lies within the Light/Hard Psycho Ball variations. These tools help Athena pin her opponents into a blocking position, allowing her to rack the guard damage up. If her opponents attempt movement, Athena's Phoenix Arrow lets her retaliate with near complete impunity. Phoenix Arrow starts off in a roll, and ends in a mix-up ground kick. The mix-up comes in to play depending on which side Athena lands on; she kicks in the opponent's direction no matter what! This move is virtually idiot-proof. The only danger is if Athena lands too close to her opponent at the end of the Arrow; the move does recover a bit slowly, which does open the door for retaliation. The trick is to force the block with Psycho Ball, and fire Phoenix Arrow off before her opponent has a chance to position them self for the counterattack.



Psycho Sword is not a traditional uppercut. Her trajectory is very different from standard anti-air moves with similar motion. In fact, if Athena tries to use this move like Ken or Ryu use their uppercuts, she will at best trade hits; in fact she's usually the one to get punished. Athena must anticipate air raids extremely early with Psycho Sword for it to be at all applicable in this fashion. That's not to say it's useless. With proper Psycho Ball variations, Athena can encourage jump-ins and take free damage with Psycho Sword (HP), as it hits multiple times for respectable damage. Of course, Psycho Sword does one thing that most uppercuts don't: it can be performed in air. It's not always the most useful, but it's possible.



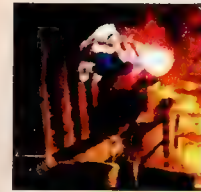
It may be surprising that Athena's slow-to-execute, painfully short-ranged Super Combo, Shining Crystal Bit, is by far and away her best, especially when she can land Crystal Shoot after it. It functions best as an anti-air move. Athena does a lot of running away trying to set-up Light Psycho Ball/Phoenix Arrow variations, and as a result, opponents spend a lot of time jumping after her. Athena can catch many an opponent off-guard with Shining Crystal Bit during one of these escape attempts. Its command is tough, but once you master it, Athena becomes all that more effective. It's always best to try to tag on Crystal Shoot after Shining Crystal Bit, as every little bit of damage counts for this chip-away character.



BENIMARU

The tide seems to have turned to SNK characters in this battle between Capcom and SNK, and Benimaru is one that benefits the most. He retains all his tricks from the original Millennium Fight, and gains his anti-air Super Lightning Kick. This shifts Benimaru from a partially defensive character to practically full-on offense, where he really shines. Benimaru has strong poking strategies as well as some powerful Special Attacks that certainly make him a candidate for the Ratio 2 clean-up spot, but there remains the inclination to keep him Ratio 1.

Benimaru's speedy style lends itself to poking, which is probably best reserved to Ratio 1 characters. With the return of his anti-air kick, Benimaru can strike to break guard with relative impunity. On the other hand, one reason to opt for Ratio 2 is the added damage to Heaven Blast Flash, one of the most fearsome Super Combos in the game. At Lv 3/Max, Heaven Blast Flash is downright depressing to any opponent unfortunate enough to receive a clean hit.



Punt and Punt often! If this move is used just inside hit range, it's safe from punishment and can lead into other pokes, ideally Shinku Katategoma. This funky breakdance hits often and repels many attacks, only being vulnerable near the end. This problem is remedied with the command cancel of the move (KKK). This cancel ends the Shinku Katategoma early and gives Benimaru the chance to defend himself. Vary the point in the move where you cancel and your opponent will rarely attempt retaliation. If Benimaru's opponent wises up and tries to jump-in, which is pretty hard in itself, the Super Lightning Kick will very quickly deter even the most determined opponent.



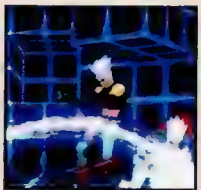
Benimaru's primary anti-air attack is now Super Lightning Kick. The only thing more he could possibly want out of this move is some added range. Anticipate and strike early and this ceases to be an issue. The kick strikes very quickly and recovers faster, leaving opponents writhing in electric shock. If done often enough in a round, it can disrupt the mind of Benimaru's opponents, which is always a good thing. It keeps opponents from becoming overly aggressive and allows Benimaru to assert his own attacks.



Useful, but not crucial elements to playing aggressively are Drill Kick/Lightning Fist variations. Drill Kicks aren't exactly invincible, but are pretty dominant. Drill Kicks allow Benimaru to close distance safely and maintain pressure. Upon landing, a Lightning Fist(HP) will either surprise an opponent trying to attack or chip off some Guard Meter. Either way, it's all positive for Benimaru, who can take to the air and repeat. This tactic is simple, annoying, and effective; that's all anyone can ask for.



Unlike most characters, Benimaru actually has a few Super Combos to choose from. Most of his Super Combos strike quickly and hit very hard, and if blocked leave Benimaru in relative safety. Of particular note of course is Heaven Blast Flash. It is simply devastating and can be substituted anywhere you might land a guaranteed Lightning Fist. But Benimaru makes new use of Discharge Spark. This one-hit Super Combo strikes like lightning (no pun intended) toward opponents, and leaves them hurting. It's particularly useful on the run, as Benimaru can catch opponents by surprise. Even if blocked, it runs him to safety, ready to jump and Flying Drill again.

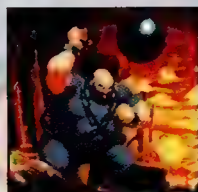


CHANG

Chang is another "big" character addition to the SNK team and is surprisingly not as bad as he looks. Being a HUGE target doesn't help much, but he has enough quick moves utilizing Choi that he shouldn't have a tough time keeping opponents away from damage opportunities. Chang still has the ability to keep opponents out due to his great air-to-air game utilizing jumping LP. It really stops just about anything coming in from the air of timed right.



At first, Spinning Iron Ball doesn't seem like a very impressive move, but once you figure out that it eats projectiles, a whole new game opens up. On top of the anti-projectile abilities, it also has increased priority over jump-ins and can even be cancelled with PPP as to avoid getting tagged during its execution. Its best use is as a combo ender after 3 LPs or to chip damage, especially in a corner pressure trap. Walking forward and snuffing any projectiles and then let loose a jumping LP if the opponent tries for a jump in after getting frustrated is a nice tactic. Be wary of crouching MP as it can be ducked under by some characters. Standing MP is a nice move that is excellent in A Groove Custom Combos or attempts to get closer to opponents with relative safety.



From about one character length away, Cannon Slide is a nice way to counter projectile attempts or to punish long delay moves. It knocks down and is perfect for setting up a poke game consisting of a get up Spinning Iron Ball. Cannon Slide is an excellent move for Chang as it gives him a way to get his bulk closer to the opponent without being at a huge risk.

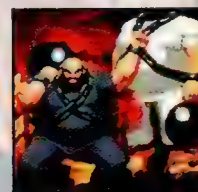
Breaking Iron Ball is similar to Raiden's Power Bomb as it contains an auto parry feature in its initial frames of execution. This allows it to even work as an anti-air as it can parry the first hit coming in and still connect for damage.



With Choi bringing up the rear, Chang has a living Sonic Boom/Shoryuken combination. Chang can still move as Choi is out and about, so you can use Choi as a type of blocker to allow you to get into position. Of the Choi Special Attacks, Flying Slash seems to be the most useful as it can travel over projectiles and tag cleanly with little problem. Flying Slash is nice to use as a blocker as it stays out a while, allowing ample time to get Chang where you want him. The Flying Slice Dash is basically the same thing, but much less effective, so stick with Flying Slash.



Wild Ball Attack at Lv 3 counters most any type of attack and does massive damage, just don't miss. If missed, Chang lands on his face, open for punishment by most any means. It has excellent priority and can be used as anti-air, anti-ground, anti-projectile...whatever! Don't be shy in using it in close as it will plow through most anything.



GEESE

Geese Howard remains a mainly defensive based character in *Capcom vs. SNK 2* and many of his moves have been changed to open up a chance to play aggressively. The most important change to Geese is that all of his counters will now stop Super Combos. This is an incredible advantage, even if many Super Combos are tough to snag, with a little practice you can train yourself to land them when they count. Taking away not only health, but a charged Super Meter from an opponent is a great boon, and very demoralizing to opponents. Because of this new property the counters can be used even more than in *Capcom vs. SNK*. Geese has always been a powerful fighter, and is now even more so. With this little boost to performance in *Capcom vs. SNK 2*, Geese is one of the big boys again.



Gale Slash is still a very nice defensive/offensive weapon, allowing Geese to get away from opponents safely as well as inflict a little damage. Gale Slash seems to travel at a slightly flatter angle now, making it viable to do close to the ground and still have some decent horizontal distance. Since it does leap backwards after the projectile is released it's not useful as a combo starter like Akuma's Zanku Hadouken, but it has its uses.

Wind Slice and Double Wind Slice are still excellent projectiles as they can't be rolled under. In addition Double Wind Slice can stop "body projectile" moves, such as Blanka's attacks. This is big as it effectively makes Geese immune to these types of attacks if done from more than half screen. This is another benefit given to the god of defense.



Jumping MK now crosses up, which is nice as Geese had no cross up to speak of in *Capcom vs. SNK*. This makes jump in attacks a little more attractive and opens up some much needed offensive capabilities. In a related area, crouching MK is now able to be buffered. It also links from crouching LK, making a nice little string. Crouching LK to Double Wind Slice is now back in play and is a combo that can be used often. Landing a crouching LK after a cross-up suddenly turns into a 4 hit combo.

Raising Storm is still Geese's Super Combo of choice, stopping pretty much any incoming air attack and destroying most ground attacks as well. Linking two Rising Storms is still possible in C Groove mode and means big damage. The priority of a Raising Storm of Lv 2 or 3 is very nice and can plow through most ground attacks. It is also a nice get up game Super Combo. Strangely, Geese's other Super Combo, Deadly Rave has been changed a little. It now pushes out on a block, meaning that all the hits will no longer land on a blocking opponent. Apparently this is due to the new easier to break Guard Meter, as a full string would most certainly mean a Guard Crush.



Haohmaru was originally touted as one of the strongest *Capcom vs. SNK 2* fighters, and that remains true, though now some dings in his armor are showing. Haohmaru is still a very viable option as a combatant and his normals make up for a limited selection of useful Special Attacks. Keep the pressure on with high damage normal attacks and look for opportunities to land a cross up MK or a Super Combo for bigger damage.



Haohmaru is centered on his powerful normal attacks, most notably standing HP. Standing HP has a very large recovery period, but it executes quickly and does more damage than most of Haohmaru's combos. Just don't miss with it. Missing a standing HP gives anyone an opportunity to land pretty much anything they choose. Only combos involving Super Combos can really stack up against even a single standing HP. When blocked, the Guard Meter damage is remarkable and can quickly wear down opponents. Unfortunately options are very limited as the recovery is so immense that it's difficult to follow up with anything useful after the move causes Guard Crush. Instead use it as a setup to Guard Crush and actually break the meter with a different move. This allows a Super Combo to be tagged on after the break. Crouching HP shares some of the properties of standing HP but is mainly useful for tagging incoming air attacks. It has the same poor recovery time and is really punishable if missed, and it also seems to be easy for some quick characters to get over to score a clean hit due to its horizontal range.

Poking with Haohmaru is certainly a technique that should be learned and relied upon as LP has nasty priority and can be used to poke with abandon. In addition to LP, standing MP is an excellent long range poke tool and can even stop an opponent from leaving the ground if anticipated early enough. A series of standing or crouching LPs to a standing MP is a tried and true poke string.



Haohmaru also possesses a slide move in crouching HK but it is incredibly slow and generally not effective. He has so many more excellent normals at his disposal that it is rarely if ever needed. Stick to poking games in general; only use the slide if someone has whiffed a slow recovery move. Even in that situation a standing HP should be used, if in range.

As far as Special Attacks, most are not very useful to Haohmaru. Secret Cyclone Slash is a basic projectile, with a little bit more vertical range and it can't be slid under, but it is slow coming out. Certainly it can't be used as an effective reaction attack. Secret Crescent Moon Slash is Haohmaru's best anti-air Special Attack and functions in the same situations that a Shouryuken might, just with less priority and a large wind up time. If pulled out early, it hits clean pretty easily but it is not generally safe to use on reaction. Secret Earthquake Slice is surprisingly good and is fast. It is also an overhead, which is quite useful, so it can be used to punish after a blocked poke string. In fact, this is where it shines most bright. Throw out a few crouching poke attacks and then follow with this move to score a probable clean knockdown.



In the Super Combo department, Haohmaru has two, both very limited in their uses. Slash of Supreme Judgement is a Super Combo version of the normal Secret Crescent Moon Slash. It lacks any real horizontal movement however and is horrible as an anti-air as it doesn't juggle for more than two hits in most cases. It's nice after a Guard Crush or in combos. Flame of the Conqueror is a high damage Super Combo, and is a charged up version of standing HP. It is invincible at the beginning so it can blow through projectiles and take off roughly three-quarters health on equal Ratio opponents.

Hibiki has the best set of normals in *Capcom vs. SNK 2*, making her Special Attacks a bonus. Standing HP is an anti-air gift of the gods. A quick sword slice at an upward 45-degree angle that cleanly takes down any jump in. The slice is so quick that it takes a little getting used to, and has such a steep angle that it is useful against opponents trying to land a cross up, even if they are on the way up.

It is extremely difficult to jump in on Hibiki because of standing and crouching HP. The crouching version has nice horizontal range, making it not only effective against jump-ins, but also able to snuff attacks on the ground. That trait makes it one of Hibiki's most oft used moves. Unfortunately it can be fairly easy for characters that have a high jump to get over it and tag Hibiki on the head. After a while it will be easy to recognize when this is going to happen, so change to standing HP.

Jumping HP has a hit radius from straight ahead to 45 degrees up, much like standing HP. This makes it the perfect air-to-air weapon. Her 3 HPs combine form a trio of attacks that can stop pretty much any jump-in move.

Standing and crouching MPs are excellent poking tools. Long range and blinding speed allow these to be used from about two character lengths with no problem. No specials link behind either MP, but they set the range for Distance Slash, Hibiki's main form of attack. A few standing MPs to Distance Slash leads to nice chip damage. Standing MP can even be used as an anti-air if opponents are out of range of HP.

Jumping MP can set up a serious combo opportunity if it is linked to crouching LP to Distance Slash. This combo can hit from almost three character lengths away, making it an impressive tool. Anytime jumping MP hits, this combo is pretty much guaranteed. On top of this the Jumping MP has better priority than almost any other move.

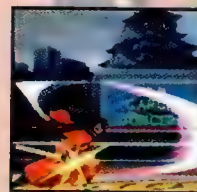
Crouching LK is a marvelous get up tool, as it possesses a high priority. Stick out several next to a downed opponent and its probable that you will connect. Jumping LK seems to share this property, and it often tags crouching opponents that are not 100% prepared for the angle of Hibiki's foot.



Offensively, jumping HK is an excellent weapon, trading range for increased priority and respectable combo ability. Linking a crouching LP or LK afterwards is a relatively simple matter, and one that pays off as it can set up some easy combos. Jumping HK is excellent to pop out immediately after jumping while close to opponents as it will most likely snuff any normal attack that could possibly be used as a counter. Occasionally jumping HK, when connecting as a cross up, will push the character to the opposite side of Hibiki, making blocking extremely confusing for opponents.



Hibiki has a few excellent corner traps that are just mean. Constant, poking MPs on opponents in the corner chips away and keeps them pinned. Meet any attempts to jump with standing HP, provided they manage to get over the standing MP. Mixing in a few Distance Slashes can help chip life away and break the Guard Meter, but generally normals are just as effective, though the knockdown property of Distance Slash(HP) is nice. Standing HKs are also very fast and possess a very high priority as well, making them useful in corner traps as a counter or a way to

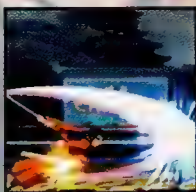


HIBIKI CONTINUED

chip away. Counter any attempts to roll out with a throw. It's extremely difficult for most fighters to get out of a well-executed Hibiki corner trap without taking some damage.

Distance Slash is a powerful tool as it takes just over one frame to execute...it's that fast. Hibiki can fairly consistently block a slow to medium speed attack and tag opponents while they remain in move stun. It can also be buffered from crouching LP for a nice 2-in-1. Its one flaw is against opponents that have a fast, long distance Special Attack. These opponents, if really on their game, can block the Distance Slash, or even take the hit and still cleanly connect with Hibiki. These characters are few and far between, and players that possess the reaction time are even fewer. Distance Slash remains a pretty safe special to abuse.

Similar to Distance Slash, Beckoning Slash is also exceptional if you are aware of its various ranges. The ending slash with Hibiki's sword is preceded by a quick run towards opponents, the distance of which can be controlled with the power level of P used as well as by holding down the P button until you want the slash to activate. Immediately following contact with the opponent, the motion can be repeated with any of the punches to perform Distance Slash as a combo. The LP version can be linked after some normals as long as you are close (under one character length away).



Melding Being Blade is a basic auto counter move. Unlike some other counters, it will not grab Super Combos and is fairly slow in its windup. It does toss opponents behind Hibiki in such a way that any move can be used to juggle afterwards. Tagging a Super Combo on the end is a nice way to turn an opponent's attack into damage for Hibiki.



Heavenly Spirit of Victory is a carry over from *Last Blade 2* and remains as effective as it was in that incarnation. Hibiki rushes towards her opponent with sword ready, executing a single strike that connects for considerable damage. Effective as either anti-projectile or anti-air, Heavenly Spirit of Victory can be relied upon to deal heavy damage at any opening in the opponent's defense. Even at Lv 1 it can consistently plow through jump in attacks. It is the most useful Super Combo Hibiki possesses, as No Fear Feint and Going My Way are hard to connect as you must be right next to the opponent. It is possible to vary Going My Way to allow a juggle at the end which does do nice damage, but in general just stick to normal attacks, Distance Slash and Heavenly Spirit of Victory.



IORI AND BLOOD IORI

Iori is deadly. He is the prototype SNK fireball/uppercut strategy combined with a deadly combo/ground game. He controls the ground with Dark Thrust(LP), and the air with Fire Ball(LP). Iori can always pull out some free damage with Dark Crescent Slice, and Maiden Masher is one of the most feared moves around.



Stay grounded most of the time, allowing opponents to come to Iori. As a defensive character, Iori is probably best positioned in a team as the clean-up Ratio 2 character. This allows him to be patient as well as deal consistent damage throughout the match. Blood Iori is basically the exact same character with increased speed. There's almost no difference in the two except that Blood Iori gets around a little faster.



As in *Capcom vs. SNK*, base Iori's ground game around Dark Thrust(LP) and Dark Crescent Slice. From full screen, advance behind a Dark Thrust(LP) to directly in front of opponents and follow it up with a Crescent Slice. From up close, try Iori's deceptive crouching HK, which is very long and recovers faster than one might think. If opponents block crouching HK and try to retaliate with a jump, react with Fire Ball(LP) to punish their lapse in judgement. The LP version lets Iori land quickly and continue attacking with crouching HKs and throws.



Deadly Flower may get lost amongst Iori's other offensive options, but one factor worth noting is the amount of Guard Meter damage the move does. Since it hits three times and is difficult to interrupt, it's almost free guard damage. It's best to limit the attack to the first two strikes most of the time. When an opponent's Guard Meter is low, nine times out of ten he or she begins to panic, and that leads to mistakes. That's when some well-timed Dark Thrusts(HP) and Dark Crescent Slices can land clean for some damage.



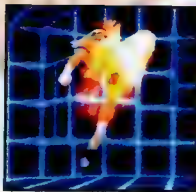
Beyond that, Iori is pretty basic. When Super Meter builds, a Maiden Masher shouldn't be far behind. It strikes quickly, and for sheer eye-candy alone it can't be beat. Of course, the damage is great, and the length of the move allows Iori to collect his thoughts and reset his offense; all in all, a great Super Combo. One-for-the-Road Blast is a great Super Combo for those adept at combos, and Iori has some pretty damaging ones. With that said, rely more on Maiden Masher because it doesn't leave room for error; once the initial blow connects it's guaranteed.



The strategy for Blood Iori doesn't really change at all. He's just a faster version of the same character, with the noted exception of a different Super Combo, Hellfire Wave. This is a multi-hitting uppercut good for anti-air or combos, but Maiden Masher is still better for most situations. If opponents jump in, though, this Super Combo can come in handy.



Joe is similar to a Shotokan fighter, but has a few other tricks that keep him from being locked into a simple Shotokan style of combat. Tiger Kick has similar properties to the classic Shouryuken but it has a nasty wind up time. Thankfully it shares the priority of a Shouryuken and is nice to pop out when being pressured on get up. Any of the three levels can be countered easily on a miss however, so be sure it will connect. It's difficult to watch one missed move turn into a 30% combo by an opponent.



Hurricane Upper is possibly the game's best projectile attack. LP throws one hurricane that only reaches half screen, but it comes out fairly quickly and, better yet, can be followed much like a Sonic Boom. It's easy to toss out one and jump behind it to get close safely or to rush down the opponent.



Coupled with Joe's decent in-close game this can be a big factor in a match. Throw out jumping MK, crouching LP to TNT Punch after a Hurricane Upper for some nice, safe chip damage and to set up a Tiger Kick as a possible counter. MP and HP Hurricane Uppers each hurl two hurricanes, making projectile battles a bad idea for opponents. Any character with a single projectile trying to stuff it either gets hit by the second hurricane, or is forced to block and take some tick damage. As the Hurricanes are as tall as most fighter sprites, they are hard to jump over and moves that can normally travel over or under projectiles can't here. Tossing out Hurricane Upper(HP) at full screen is a safe way to bait opponents into coming to Joe or simply ticking some damage. Opponents jumping over the hurricanes have to start their ascent very early due to their size, making a Tiger Kick a very easy counter.

Chaining a TNT Punch after a series of LPs is an excellent way to score some free damage and it pushes Joe back far enough to be able to safely use this against blocking opponents. Joe rushes forward a little when the move begins, adding a little range.



Possessing excellent range and priority, all of Joe's standing kicks are effective countering or poking tools. Standing HK can even be used to counter things like Dhalsim's limbs and Vice's Da Cide if timed slightly after the attack comes out. Sticking out standing HK whenever an opponent is in range is a nice way to either score free damage or inflict a healthy piece damage to the Guard Meter. Crouching HK is a safe sliding move if done from anywhere besides directly next to an opponent. Even then the only effective counter is a crouching LP or LK. Stick it out from a character length or so away, and it's a bit of damage to Guard Meter or a knockdown if it connects. It is one of Joe's most effective tools and slides under some projectiles, such as Sagat's Tiger Shot. Opponents should be sick of seeing this move by the time a match is over.



Golden Heel Hurter is similar to Terry's Crack Shot and is used in much the same way. It's an effective, if somewhat slow, projectile counter. It travels over most projectiles to tag opponents still in wind up animation. It can even be used as a semi effective anti-air against most normals, though timing comes into play. It's normally easy to anticipate a jump with Joe as most opponents will jump to escape Hurricane Uppers, allowing a Golden Heel Hurter to ground them. Put it to use in poking games,



especially corner traps. Golden Heel Hurter(LK) is a great ender to a poke string in the corner. A few crouching LKs to Golden Heel Hurter(LK) is hard to escape.

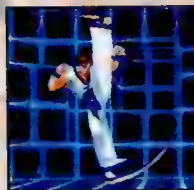
Joe's Lv 2 or Lv 3 Exploding Hurricane Tiger Talon is a nice projectile counter if performed from less than three character lengths away. It can blow right through most any normal attack as well. Screw Upper is nice as a combo ender, especially after crouching LP to crouching MP, and the Lv 2 and 3 have decent invincibility at the beginning. However, the move lacks the range to really be super effective. Its anti-air abilities are poor at Lv 1, so stick to Lv 2 or 3 unless ending a combo. This move has about the same use as the Lv 3&MAX only Double Cyclone Upper without the same reliability. The gem in Joe's trio of Super Combos, Double Cyclone Upper, ranks among the best Super Combos. Any jumping opponents are going to be destroyed by this move, regardless of their angle of descent. Oddly enough it does have some weakness against opponents that rise from the ground into the hurricanes as they can (if precise with their timing) use a Super Combo with nice projectile escaping properties (Hibiki's Heavenly Spirit of Victory, for example) to tag Joe during the actual Super Combo. Joe should really never have to worry about this however as it is normally preferable for anyone to just block and take the tick damage than try to counter in such an insane way, but it is good to know.

KIM

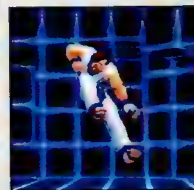
Kim has the versatility of being played either as a string/combo heavy character or as a very consistent Hard attack character. His best move is probably crouching HK. What can be said about this powerfully far-reaching kick that isn't obvious? It hits hard and fast, and can take many advancing opponents by surprise. Hide this move between attack strings and pokes and Kim's opponents are in trouble. He has a very good defensive game, with Flying Slices, Sand Blaster, and Flying Kick complimenting his poking offense. Kim is played with equal proficiency as either Ratio 1 or Ratio 2.



Kim's poking strategy is based largely on Crescent Moon Slice and crouching HK. They both eat Guard Meter, which when low enough forces opponents into more mistakes. Smother opponents with enough of those two, with some crouching LPs mixed in, and watch the meter erode. If opponents try to jump, knock them back into the corner with Flying Slice. In some cases, even the Crescent Moon Slice is high enough to do the job. Another great anti-air move is crouching HP. It attacks quickly, but its downside is that you must perform the move almost as soon as the opponent jumps to get the hit the right area.



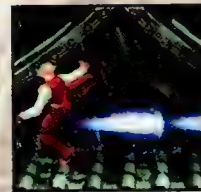
Flying Kick is an excellent jump-in move that adds an extra bit of priority to Kim's lead-in attack. It hits multiple times for a good bit of damage against either jumping or grounded opponents. To get it to strike high, perform the motion at the highest point of Kim's jump. Kim is just slightly vulnerable towards the end of the move if it's blocked, so be sure to follow it up with something high priority, like crouching HK. Be sure to use it sparingly, as this move can be punished in a few painful ways.



Kim's Super Combos aren't all that hot, but if one is really needed, use Phoenix Flatten. It evens the score quickly, but unless you try to mask it well, its big wind-up is going to tip Kim's opponent off every time.

KING

King is one of the few SNK characters who might be a bit weaker compared to her prior incarnations. This isn't a completely horrible thing, as she was a tad bit overpowered in the original *Capcom vs. SNK*. She's still a good size to roll and throw, and Double Strike is the best projectile in the game, period. Her anti-air ability is a bit weak, so stay aggressive. She has a strong combo potential, even if her Super Combos aren't that amazing. As for normals, outside of a few jumping attacks and her slide, there's nothing special there either. Standing HK is a decent anti-air normal if needed, so know that it is available if something quick is needed to stop an attack.



King has relied on Double Strike as both her main offensive and defensive move. It is best thought of as an exceptionally long fireball as opposed to two separate ones, as there is no way for an opponent to deal with them singularly. Double Strike is impossible for most characters to roll through, and jumping over them only gives her a chance to land Trap Shot. Avoid using the Trap Shot at a close range because if Trap Shot doesn't animate, opponents have a better chance of counterattacking.



King's main ground normal is Sliding Kick. At mid to close range, Sliding Kick goes right under fireballs, which wreaks havoc on characters dependent on them. It can also stuff anticipated attacks from the same distances. Other important normals include crouching HP, which 2-in-1s into Venom Strike, and occasionally Double Strike if King has time for the motion.



Buffer from crouching MK since crouching HK no longer has that ability. This isn't horrible as now it is possible to land a Double Strike after it as a combo. This is a nice addition as it allows poking games to turn into damage opportunities. Unfortunately you can't land any free hits after the Hook Buster, which makes it a lot less effective.



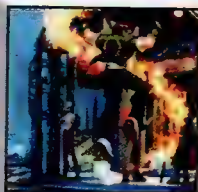
Silent Flash has been reduced in effectiveness a little, which is okay as it was almost unfair in *Capcom vs. SNK*. The priority has been watered down some, but remains decent at Lv1; it's just not up to *Capcom vs. SNK* standards where it could destroy anything. Using one as a get up maneuver is still a sound strategy and should be used whenever you expect opponents to get up with a normal.



Illusion Dance remains intact for the most part. The Level 3 version will power through fireballs and land for nice damage, so use it liberally against projectile heavy fighters.

Even with these changes King remains one of the top fighters due to the amazing Double Strike. Her play style remains relatively unchanged from her previous incarnation.

Kyo continues to suffer without a projectile. In this environment that relies heavy on spatial dominance, Kyo can't hope to maintain priority without something to force a block or roll from outside mid range. Fire Ball, an uppercut, has always been reasonable at disrupting anti-air attacks, but jumps towards Kyo are usually offensive, when Kyo is in a crouching position, when a $\rightarrow + \downarrow$ motion is sometimes difficult. Still, he does persevere with a battery of respectable normals, and Kyo can always fall back on entertaining and effective Serpent Wave. One Special Attack does shine through the rest, and that is Crescent Slash. Kyo can't set it up with a projectile (like his rival Iori) but this dashing move travels quickly and moves Kyo close for poking or jump-in combos.



Instead of the ground-based projectile that Kyo first had in *King of Fighters '94*, he gets the Wicked Crew Variations that showed up later in the series. Again, the only variation that combos is Wicked Crew, Nine Scars Maker, Seven Hurting Combos. 2-in-1 this combo off of crouching HP for a brief, but damaging combo. The other variations are essentially high/low mix-ups, attempting to trick Kyo's opponents into blocking incorrectly. Sometimes using Wicked Chew alone is good for closing distance quickly. It does make Kyo invulnerable, and has windup that may superficially discourage retaliation. When close, use some of his good normals, like crouching HK, to try to hack away damage.



Other than that, Kyo doesn't have too much else. He does have a few "gimmick" moves that can land some free damage now and again. Axe Kick is a great overhead that can take crouching opponents by surprise. Fire this out against overly defensive characters for some low-risk damage. Double Sweep is a nice two-hit kick that doesn't knock down, but it does have a deceptively long range. Double-handed Smash is a good surprise move against jumping opponents and grounded opponents alike. Double-handed Smash has great priority, but also grounds instantly which doesn't leave Kyo with too many options. Crescent Slash can be considered a gimmick move since Kyo has no real lead-in to hide it. It can combo from a crouching HP though, so try to add it on often.



Finally, Kyo has his signature Super Combo, Serpent Wave. It has a few opportunities for execution, but the best is probably against a jumping opponent, as it stuffs everything. If you hold Serpent Wave a split second, it punishes Kyo's opponents twice. First, Kyo's opponents bounce off the energy surrounding Kyo, then unleash the wave as opponents fall away. It does good damage and has great priority.



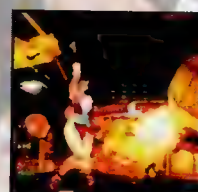
Mai continues to be an average character without a decent anti-air move. Read that again: Sun Fire Samba is *not* a decent anti-air move. It simply doesn't fit Mai's overall offensive-oriented strategy. The slow Kacho Sen is great for tempo-control, and Flying Squirrel Dance has excellent properties in its own right. Ryu En Bu remains a great combo tool or simple a spacing agent when Mai needs to pull out of action. Her normals are sound, but her supers fall short of being meaningful. If Mai ever gets Flying Dragon Blast from *King of Fighters '95*, she'll be something special. Until then, she's best used as a Ratio 1 lead-in character to build super.



Kacho Sen defends Mai from more projectile-savvy fighters while allowing her to assert her own talents in that area. It's a decent combo-ender, but also use this move often from outside of mid range to force opponents into the corner. From there, rely on Flying Squirrel Dance to stuff any attempts by her opponents to initiate their attack strategy. If you want to, Kacho Sen can be a combo-ender, but there is a more consistent method to finish combos that also allows Mai the situational advantage: Ryu En Bu.



Ryu En Bu has a few interesting properties. As discussed above, this move is preferred in combos (it 2-in-1s off of crouching HP) because it grounds opponents. This allows Mai to decide where she wants to be on her opponent's get up. The choice is between a cross up with her great jumping HK, jumping back to try to pressure with Flying Squirrel Dance, or stay close and try crouching poking games based from crouching HK. Of course, it is possible to retreat and begin the Kacho Sen barrage again.



As far as Super Combos, Mai really doesn't have a whole lot to go with. Her most effective Super Combo is Swan's Fandango. This multi-hitting version of Kacho Sen can be comboed, and strikes with a large enough channel that it's difficult to jump over, and even if blocked it will do some sort of damage. Realistically, Mai should be used as a "battery" character, building Super Meter for her teammates to use in later rounds.



NAKORURU

Thankfully Nakoruru has been greatly toned down from her appearance in *Capcom vs. SNK*. She is no longer the best character by a huge margin, but she is still very solid when played correctly. Most of her combos have been reduced to acceptable damage and priority for her normals is lessened a bit. One of Nakoruru's main tools in *Capcom vs. SNK* was jumping LK. Well, it remains her main tool in *Capcom vs. SNK 2*. It is the prime example of what a cross up move should be and due to incredible priority, it is ridiculously easy to land whenever it's wanted. The angle of the kick makes it easy to start combos from and even allows it to trade or clean hit many anti-air normals.

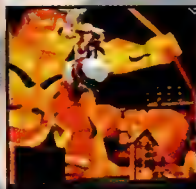
Nakoruru has a nice anti-air normal, crouching HP. It has excellent priority and executes in a way that makes it really tough to be hit out of. Crouching LKs can be used to set up combos after the cross up jumping LK connects. Nakoruru has a nice, easy combo that should be used whenever an opening appears as it is one of her most damaging attacks and is fairly easy to bust out for nice risk vs. reward: three crouching LPs to standing MP, 2-in-1 into Lela Mutsube combos.



Many of Nakoruru's Special Attacks revolve around her bird companion Mamahaha, and are very helpful in general. Her dive off of Mamahaha has been slowed considerably, but is still very fast, and she now has a new option, a rolling attack that travels at an angle. It is a very nice air-to-ground addition.



Nakoruru possesses a great way to control the speed of a bout by hanging onto Mamahaha and retreating from a battle. The flying window lasts about 6 seconds, so it is only effective for short bursts of defense (if that is the purpose). In fact, it is possible to attack while hanging on Mamahaha which creates a smaller, more maneuverable target for opponents to try to counter. Combine this with all of the different ways Nakoruru has to release herself from Mamahaha and you have Nakoruru's basic play style down.



Annu Mutsube and its variations are very fast Special Attacks that are mainly used as counter attacks or combo enders. Annu Mutsube is excellent for sliding under projectiles for a quick counter attack, and the angled Lela Mutsube is excellent in combos or to counter airborne opponents. A little anticipation is required, but the move is almost fast enough to use on reaction, like a Shouryuken with greater movement. Even if missed, Nakoruru is left high in the air and is fairly resistant to counter attacks.



Shichikapu Kamui Irushika is an excellent Super Combo and can be comboed after crouching HK if the timing is perfect. Very tough to get, but practice and it becomes a nice addition.



With Nakoruru, the opponent should always be guessing what is coming next. Mixing all of her variations from Mamahaha can really ruin any cohesive game style an opponent has planned and can certainly give Nakoruru a huge advantage.

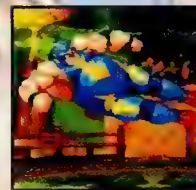
RAIDEN

Raiden is surprisingly well rounded. Many of the kinks that he had in *Capcom vs. SNK* have been ironed out and he is now an impressive combatant. One thing that Raiden lacked in the previous version was a definitive anti-air move. He has received a new crouching HP just for this purpose. It is not the best anti-air normal by any means, but it is effective enough if given enough time to set up. This removes the one huge flaw and single-handedly makes him able to compete on equal footing. The horizontal reach is good on crouching HP, so make sure that it is timed to connect at a longer than normal distance as not to allow jumping opponents to get over it.

Raiden has been blessed with ALL of the moves from both the normal and EX mode from *Capcom vs. SNK*. This greatly increases his combat ability by providing moves for most any purpose. Giant Bomb now has an auto parry built into the beginning stages allowing you to take a hit and still connect. What makes this even more effective is that you can juggle with a Lv 3 Flame Breath afterwards. This should make any opponent wary of popping out a move while in close. This combination can be a match ender.



Unfortunately, Super Dropkick has been toned down a little (which was probably a sound idea) and it cannot be linked in combos anymore (except in A Groove) and it requires KKK to charge. It still retains its mega priority, so it's great in ground games. Toe Tap is excellent up close in poke games and hits most low attacks cleanly due to its speed. Jumping MK is now a great jump in, though not as useful as Flying Belly Splash, which crosses up with ease. Flying Belly Splash to command throw is always a nice little trick to pull out.



In a Groove with Rolling, rolling through projectiles or attacks and connecting with a Thunder Crush Bomb is deadly. Rolling through to a command throw is something that every "big character" player needs to learn. Rolling allows the command throw to be buffered without fear of jumping and offers a greater chance to connect due to the opponent being stuck in animation. Of course rolling through to Destruction Drop is more difficult but much easier due to the ability to buffer during the roll. Big damage is sure to follow any opponent's attempt at sticking out a laggy move up close.



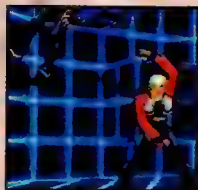
Lv 3 Crazy Train is excellent for hurtling through any move up close and landing for huge damage. Use it in get up games and to counter projectiles from too close. Raiden is pretty quick for a big guy as well, and while being an ample target, he has very few real weaknesses. Raiden is sure to become even more popular than he was in *Capcom vs. SNK*.

ROCK

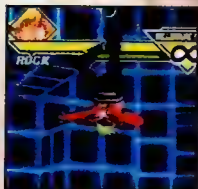
Rock is one of the most enjoyable characters to play in *Capcom vs. SNK 2*, due mostly to variety and overall balance. Some characters are what are known as "gimmick" characters, meaning that they have one really good tactic but once you (or opponents) learn how to defeat that tactic, their usefulness has worn its self out. Rock is not one of these characters. The first thing you want to do is learn how to use Shining Knuckle effectively. This is one of, if not the best Super Combo in the game. It can easily hit an opponent who has whiffed a move or, at lv 3, just pass right through and hit for full damage from up to full screens distance away. When up close Rock can hold his own with his normal attacks while keeping the pressure on.



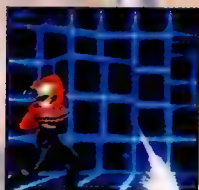
Use crouching LK and crouching MK a lot when up close. These two moves will link together and allow for Shining Knuckle to be 2-in-1'd after crouching MK. If your crouching kicks are blocked, follow up with a Cyclone Sock to push out far enough from a counter attack from opponents. If you have no Super Meter saved and crouching LK to crouching MK connect, cram an elbow into the opponent's face with Hard Edge. Another tactic to employ with Rock is running HK dash cancel to Evac Toss. This is very effective against larger characters that stay grounded more during the fight.



Rock's best anti-air move is standing HK, although it loses its usefulness when up close. In these situations it's best to use Rising Tackle. When facing an offensive poking character such as Sagat, where you know you will be seeing plenty of crouching HP and standing MK, Crack Counters come in very handy. In general, opponents will use their crouching attacks when in close and their standing attacks when just out of sweep range or farther. Using this formula should increase your chances of a successful Crack Counter.



Most of the time it shouldn't be too hard to dominate the pace of the match with Rock. You can choose to hang back and throw Cyclone Socks and wait for an opening to toss out Shining Knuckle. If you are feeling particularly aggressive use Rock's quick running techniques to get inside and play poking games. Being able to change the pace during each round will greatly increase chances of victory so be sure to mix up play styles. Don't stay up close the whole match. With Shining Knuckle and decent normal attacks Rock gives anyone a run for their money.



RUGAL

Rugal is a fairly well rounded character, complete with a dangerous offense and a respectable defense. Spend the majority of the time trying to corner opponents with Wind Slice and Kaiser Wave, and keep them there with crouching LK and Destroyer Cutter. Rugal's main benefit as a computer boss was the unreal reaction time in his King of Fighters days. In the hands of a human, Rugal becomes a very basic character. He should be played in either C or N Groove, but his Ratio choice is wide open. He's just as effective as a 1 2, or 3, with the only possible "no-no" always being a Ratio 4.



Rugal's artillery consists of Wind Slice and Kaiser Wave. Neither projectile is traditional in the sense of spacing wars, but they are effective in their own way. Wind Slice is a good move for disrupting momentum on the opponent's side, and can give Rugal a good idea as to what kind of opponent he is facing. If the opponent chooses to block the Wind Slice, it's a good indicator that Rugal will be able to guide his opponent into the corner and trap him or her there. If he or she rolls or jumps over it, there's a chance for Rugal to land quite a few Destroyer Cutters before the round is over. Kaiser Wave is best used delayed for two reasons. First, the longer it is held, the more damage it inflicts. Second is that by manually varying the delay, you can occasionally throw opponents' reaction time askew.



Destroyer Cutter breaks the mold of traditional uppercuts by having a strange flight pattern. It starts very low, often too slow to punish an opponent's jumping attack. Don't rely on the LK version because it's too weak and slow. Settle on MK as it has the best trade-off between benefits and negatives. If you want the lowest risk anti-air alternative, punish jumping attacks with standing HK. It is consistent, if nothing else.



The only Super Combo to rely on is Total Annihilation. It comes out fast for great damage and tends to overpower most other moves. Stick to Lv 2 or (preferably) Lv 3. Substitute this move anywhere Destroyer Cutter might be used. As the opening move is almost the same, as anti-air it will juggle for additional punishment. On the ground it punishes pokes or long-recovery moves with a no-brainer combo.



RYO

Ryo, like many of the weaker *Capcom vs. SNK* fighters, has been upgraded significantly. The most important upgrade is Ryo's air projectile. The angle has been altered so now it has a greater horizontal distance. It recovers very quickly in the air, leaving Ryo safe almost immediately after throwing one. Rolling through to a throw is still a possible counter if Ryo hurls it while a little too close to opponents, but a throw escape can be prepared with little problem. Opening a round with a backward jump to a few air Tiger Flame Punch(HP) is a nice way to feel out opponents. Hang back and pressure all day long as the projectile has been given a nice speed boost. Mixing between ground and air projectiles is a basic strategy with any fighter that has them and works as well for Ryo as anyone. An in close poke barrage consisting of crouching LKs can set up a backwards jump to air projectile to tag anyone trying to advance. This tactic is very sound and many times you can count on the projectile connecting as most opponents will want to gain the offensive advantage back. When opponents catch on, they will most likely turtle up in anticipation of the projectile, or roll to avoid it. At that point, walk up and throw. Pestering opposition from afar is just one of Ryo's talents.



Koho is another upgraded move in Ryo's fighting repertoire. This time the upgrade comes in the form of enhanced priority. It seems to work as well or better than a Ryu or Ken Shouryuken, rarely trading hits or being snuffed. It lacks the horizontal range of a Shouryuken, and should only be used on jump-ins or to counter during get up games. Now that Ryo no longer has to fear getting blasted out of this move, it becomes a great advantage in keep away games when mixed with the ground projectile. Certainly this can form the basis of Ryo's play style, even if a little one sided, especially as Ryo has some other excellent tools at his disposal.

In close poking is not really Ryo's strong point, but he has a few moves that allow it to be a viable option on occasion. A few crouching LKs or LPs can set up Crazy Tiger Thunder Attack if opponents try to escape with a sweep. The move doesn't possess a top down effect, though it appears that it should, but it will stop a stuck out crouching HK with little problem. The LP version is best in close, while the other two should be shielded away from as they are only useful to counter a character stuck in wind up motion after throwing a projectile. Even then there are better alternatives, like jumping MK since it allows a combo and is much more difficult to counter effectively. Lightning Legs Knockout Kick is a fairly effective tool up close as well. Since it is a charge move, it can be ready anytime Ryo is using crouching moves. It's painfully slow but seems to possess enough priority that it will stop many normal attacks that are trying to counter. Perform it at the end of poke strings to bait an opponent into taking damage.



Rolling can be a hard move to contend with as it has such excellent evasive capabilities against nearly every form of attack. Ryo has a nice Special Attack in Zan Retsu Ken that can counter a roll with ease. The multi hitting Zan Retsu Ken hangs out for a good 3 seconds or so, allowing one to be performed as an opponent is rolling or in anticipation to a roll and still connect fully. As the move turns to meet the opponent on whichever side he might be on, even a roll through Ryo is not safe.

All of Ryo's Super Combos are decent, but Heaven Glaze Punch is the gem. Being a Lv 3 & MAX only, it is pretty much invincible for the first frames, blowing through moves to suck an opponent in to range. It auto dizzys on contact as well as takes a respectable chunk of health, setting up for a match ending combo. Look for openings to use this as it has potential for more than just its initial damage due to the dizzy effect. It can be used as a nasty get up tactic on downed opponents as well. Very frustrating.

TERRY

One of the most well rounded characters in the game, Terry has many useful Special Attacks, and his normal attacks are among the best. Terry is a very offense-oriented character, which means he needs the ability to cover ground quickly. The Grooves of choice are C and N. Arguments can be made why C is better than N or vice versa but when it comes down to Terry, either of them yield pretty much the same results. His style of play will not change that much, which makes Terry a good choice if you're looking for a strong character to round out a team. He can hold his own with anyone in the game so long as the right Groove is chosen. Getting close and applying pressure is priority number one.

With all of the great Special Attacks available, getting close should prove relatively easy. Most characters in *Capcom vs. SNK 2* have some sort of projectile. Closing in on these characters is easy if the character you are playing has a ground-based fireball. Use Crack Shots to easily pass over them and score some damage while getting into position. Stick to Crack Shot(LK), as MK and HK have too much hang time and can often leave you open for a well-timed anti-air attack.



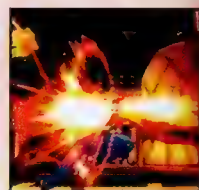
A well-timed Power Dunk can also be used to score a knock down, but this is a little more risky unless you are more than half screen away. At this point, Power Dunk is pretty much the only chance to reach opponents with one move. Getting close on a character with a mid level projectile is a little bit more difficult. Abandon the Crack Shot, even though MK and HK Crack Shot still pass over some mid level projectiles, you're open to anti-air moves. There is really no reason to take the chance when you have some other options open to you, like a roll if you are within distance.



Terry has a fast roll that covers a lot of ground, so this is always an option. Don't become predictable with it, and a keep in mind that mistimed rolls lead to opponents recovering from moves first, leaving you open for a throw. Against these types of characters the safest bet is keeping more than a half screen distance, matching projectiles with Power Wave and using Power Dunk to score a knockdown. If you do opt to roll, or see an opportunity to safely get away with it, charge down for a Rising Tackle while rolling. It can be very effective, but to inflict the most damage, use HK throw as it does more damage than any Special Attack Terry has.



Once up close, utilize Terry's powerful normal attacks. Use standing HK when just out of sweep range to counter most crouching attacks. Standing MK is a great option at this range and in closer. Use it to keep the pressure on. These two attacks eat a lot of Guard Meter. When really close, no attack comes close to matching standing HP. This move is easy to combo off of and since it is two hits. Practice quickly linking off of the move if it hits cleanly. The best follow up is Buster Wolf. Terry can do impressive damage with the Super Combo Interrupt ability in C groove. Cancel the Super Combo into Burning Knuckles(MP) for hefty damage that forces any opponent think twice. If HP is blocked, quickly do Burning Knuckles(LP). This inflicts Guard Meter damage, and keeps you close. To recap, stay close and use normal attacks to keep the pressure on, and be sure to take advantage of any Guard Crushes.



TODO

Todo, initially was thought to be the worst character in *Capcom vs. SNK 2* is actually a decent character. He certainly isn't the "Dan" of the SNK team by any means. He possesses some nice normals, and an array of effective, if unspectacular, Special Attacks.

Crouching HP is an upward elbow that has nice range and can easily take down airborne opponents. It comes out at a 45 degree angle and has decent priority. It can and should be used against all incoming attacks from the sky.

Standing HK is a nice, long range poke. It's a little slow, but it is nice for chipping away at Guard Meter, and is useful in corner traps. Mix a few in at about a character length away with the Ecstasy Crunch and crouching HP (if the opponent tries to escape by jumping) and you have a fairly nice little pressure game in the corner. Both of Todo's crouching Medium attacks can 2-in-1 into Ecstasy Crunch or Ultimate Ecstasy Crunch for a nice combo. The Medium attacks are fast enough to be used as poke tools, even though they lack range.

Crouching MK can be linked back to back from the correct range and can be followed with an Ultimate Ecstasy Crunch for exceptional damage. Crouching HK has no advantages or uses as it is just too slow. Use one of Todo's Crouching MK 2-in-1s instead. The best move in Todo's arsenal is $\rightarrow + MK$. With about a 2/3 screen range it obviously has crazy horizontal movement. It also must be blocked low, making it tough to avoid due to its speed. It should really only be used long range as Todo is safe if it's blocked, where as at close range he can be punished. Using this move should become second nature to a Todo player as he doesn't have very many long reaching attacks. Ecstasy Crunches are the bread and butter of a Todo bout. It does 5-6 points of tick damage when blocked and that is its main purpose. It's nice to get it to connect, but even a blocked Ecstasy Crunch is brutal. The LP version can be linked from crouching MP or MK and this allows a whole area of poking to open up. All crouching Medium attacks can be potentially damaging.

Ultimate Ecstasy Crunch is a remarkable tool. Only Lv 2 and 3 have frames of invincibility at the beginning, but even Lv 1 is really not punishable. If someone trades hits with Ultimate Ecstasy Crunch, the wave will still connect and travel full screen. Ultimate Ecstasy Crunch will complete whether Todo is struck or not, making this move's usefulness 2 fold. Sticking one out at close range towards the end of a match is a great way to eke out a win.

Mind's Eye Slingshot is a counter against most anything. Its priority makes it great against most any attack and it does hefty damage. It's a great way to stop get up games and poke strings as it will snuff out ANY attack coming at Todo. Randomly throwing out Mind's Eye Slingshot when in close is a deceptive way to get it to land. It even stops cross ups! Overall Mind's Eye Slingshot is an excellent move that any character would be lucky to possess.



ULTIMATE RUGAL

Ultimate Rugal is probably the most offensively sound character in the game. No other character in the game compares favorably as Ultimate Rugal's Wind Slice and Kaiser Wave are too fast and damaging. Destroyer Cutter hits instantly at many levels and is even more punishing than his projectiles. Besides all this, he has a mega damage dealing move in Rugal Execution. This move isn't fair by any stretch of the imagination; in some instances, it is guaranteed. Add to this decent normals and a damaging Super Combo and you have one the best pounding-for-pounding (don't think you can trade hits with him) characters in the game. Typically, Ultimate Rugal is a great clean-up character in a team of three, but it's truly devastating to play him at Ratio 3 or Ratio 4. There isn't really anything that opponents will be able to throw that Ultimate Rugal won't be able to dismiss.

Ultimate Rugal really only needs a few moves to handle most situations. He is a special character, having different strategies depending on how far away he is from his opponent. First and foremost, your opponent is *constantly* anticipating the Rugal Execution (if not, maybe they'll learn in time for Round 2). It strikes instantly for 20% or more damage in most situations. From all but the most extreme distances, this move is always available, and it does too much damage to ignore. Use Ultimate Rugal's projectiles to raise the likelihood that the Rugal Execution connects. Toss out a slow Wind Slice or Kaiser Wave, then immediately follow it up with Rugal Execution. If opponents try to block the projectile, there's little chance to escape Rugal Execution. If they try to jump back, the projectile connects. If they jump forward, they remain vulnerable to Rugal Execution!

Another great opportunity to try Rugal Execution is after a knockdown at close range with a move such as crouching HK. Try to land this move at least a few times a round as it is very long and strikes quickly. Wait until just before get up animation, then begin the motion for Rugal Execution. It usually hits before opponents have a chance to blink. If you have a particularly dexterous opponent who tries a Light uppercut against the move, which is possible, just hesitate a bit and catch them on landing. An even better alternative is to launch Destroyer Cutter(HK) for some truly monstrous damage. Ultimate Rugal's mix-ups generally are based around the Rugal Execution, and for good reason; it is simply devastating.

Of course, a "cheesy" character like Ultimate Rugal wouldn't be complete without a high-power Super Combo, and he serves up a doosey with Total Annihilation. This is a "basic" high-damage, overly prioritized Super Combo that leaves opponents either dead or too weak to mount a reasonable attack. But, wait, there's more! Ultimate Rugal actually has two more Super Combos that possibly redefine ultra-cheese. Last Judgment is bearable, in the same way Shungokatsu is. But G-End is truly fearsome. This grab does unbearable damage, and strikes like lightning. The only drawback might be that its motion doesn't lend itself well to offensive posturing, but practice negates that issue.

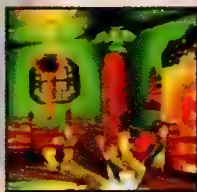


VICE

Vice is still pretty much the same fighter from *Capcom vs. SNK*, but she has been strengthened a little and her tried and true tactics still keep her in contention. Vice's standing HP is now a horribly slow but powerful move. Vice has many better normals for most any situation that this would be useful, so leave it out. The most notable change to Vice is standing LK. It is now a double hitting kick and the first hit can be buffered behind, opening up some combo opportunities. Vice's standing HP from *Capcom vs. SNK* has been turned into *Capcom vs. SNK 2* Vice's standing MP, giving it a nice speed boost while still retaining most of its priority. Evening this out, the old standing LK is now the standing MK, making it much slower and removing the nice poking game she had with it. Luckily, jumping LK has been left pretty much intact, keeping it as one of the best jumping attacks and cross up moves in the game. Only Nakoruru's can really hold a candle to it. The kick stays out a remarkably long time, making it nice to throw out at the beginning of a jump (while leaving the ground) and having its priority carry over the entire span of the jump. Crossing up with it is incredibly easy and sets up nice combos like jumping LK cross up, crouching LK, crouching LK, Mayhem, Da Cide Slayer.



Gore Fest now is not dependent on range for damage, meaning even if you land it close to the corner it will do full damage. This is a nice bonus and allows some free damage as Tranquility can follow it up. A nice way to get this command throw to hit and capitalize on its damage is to roll through a projectile, or to cross-up with a jumping LK. Instead of launching into a combo, wait a second, walk in and command grab. This tactic works more than one would think.



Da Cide and Da Cide Slayer are still around and just as useful. Da Cide is fast enough to reaction grab most characters that are about to wind up and toss a projectile. It's possible you will trade hits but generally Vice wins this exchange. Da Cide Slayer is easy to land on jumping opponents, making this duo of moves great for keeping opponents a healthy distance away from Vice.

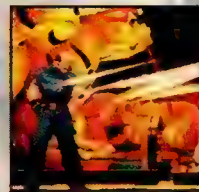


Outrage remains the powerhouse move it has always been. Similar to a Joe, Chun-Li or E. Honda flurry, Outrage has an easier motion and busts out in places where the other moves could not. The HK version still takes a little hop forwards and is generally not as safe since Vice is vulnerable during the hop. Ravenous is basically Outrage, but airborne. It is excellent for coming in out of the air due to its great priority over normals. It isn't extremely useful as an air-to-air, but if given enough time it can be used as such.



YAMAZAKI

Most of Yamazaki's strategy can be written around his nasty HK barrage. Standing HK has a three character length range and stuffs most normals cleanly. It should be used anytime Yamazaki is within range, which is quite often. It's very frustrating to be setting up a projectile and have Yamazaki's HK hit from almost half screen. HK is also excellent in Yamazaki's corner traps. A blocked jumping HK to a standing HK pushes Yamazaki right into range to counter with another standing or crouching HK on opponents blocking in the corner. Jumpers can be brought down with the incredibly fast Serpent Slash (Middle). Basically push the opponent back into the corner with HKs until the inevitable Guard Crush then bust out Guillotine for nasty damage while using Serpent Slash (Middle) to punish opponents trying to escape. Jumping HK can be linked to standing HK that will trade two highly damaging hits with little effort. Stylish? No. Damaging? Very. This combo should be used often as it is VERY easy to perform and extremely reliable.



Throwing out crouching HK anytime opponents attempt to advance on the ground is a sound practice due to its range. If blocked, Yamazaki is still a safe distance away unless the opponent is right on top of him. Time the sweep to tag an opponent in projectile wind-up animation from two to three character lengths. It is fairly easy to connect with it as most opponents have a hard time judging just how far the attack reaches. Its speed makes this even easier. Crouching HK can be linked from a jumping HK for a 2 hit combo that does way more damage than it should.

Most of Yamazaki's combos start with a jumping HK. Beyond the above very simple combos, Yamazaki can do damage with a jumping HK, crouching MK, Sand Scattering to Serpent Slash (Upper). This combo takes about 25% on same ratio characters and destroys fighters that are a Ratio below. It's certainly more difficult than a simple jumping HK, standing HK, but the reward is a nice damage boost.



Yamazaki retains Taunt & Counter, an auto-counter Special Attack that is an excellent addition in the right instances. With anticipation it can be a very effective anti-air counter. The initial portion of the special hangs out for a good two seconds or so, meaning the timing doesn't even have to be very precise. If you see a jump coming, throw it out and it will hit. Serpent Slash (Middle) is the more reliable of the two, but any extra damage you can get is always a bonus. Of course, this can be used on the ground as well to stop corner traps or poke strings just as easily. The only things it won't stop are projectiles, but Yamazaki has that covered with Double Return.



Double Return can be used as a combo ender or a simple ground hit, but it's not really effective as that as it does miniscule damage and doesn't knockdown. Its real potential lies in its ability to eat projectiles and send them back bigger, stronger and faster. Its main use is not to send the projectile back for a hit, it's more to show opponents the futility of a projectile battle and bait a jump in, which should be met with Serpent Slash (Middle) or Guillotine. This can be a very effective tactic as it really puts Yamazaki in a



YAMAZAKI CONTINUED

win/win situation. Just be careful of the timing. The tendency is to anticipate too much and whiff as the projectile connects.

Yamazaki's command throw, Bomb Bopper, has its uses. In poke strings and corner traps, stop short, walk up and bust it out. It does respectable damage and grounds right next to Yamazaki. Try to bring down Flight of Tempering or → + MP after the throw as most opponents will get up and crouch. Follow with another throw or go into poke games with standing HK.

Remember that Guillotine is effective as both a ground and an anti-air Super Combo and combos behind standing LK. This makes jumping HK, standing LK to Guillotine a very easy way to chip away some damage. In fact, tacking a Lv 3 at the end can really cause some problems. This Super Combo is brutal as a get up tactic due to its priority and the fact that it does full damage whether the opponent was attempting a ground attack or air attack.

YURI

Yuri plays unlike most other fireball/uppercut characters in that her only true projectile is air only! This gives her trap a uniquely effective angle. It cuts off forward progress in a way horizontal projectiles can't, as Rai Oh Ken(HP) is nearly impossible to jump over. She does lose the ability to 2-in-1 crouching HK to Rai Oh Ken, which was a staple of her trap in the previous *Capcom vs. SNK*. Instead, rely on Yuri Double Uppers, as her ability to ground opponents is weakened considerably. She still has a great crouching HK and jumping HK, along with some capable punches, but her main goal is to ground opponents and pin them down with Rai Oh Kens. Keep Yuri as Ratio 1, she's heavily offensive, and can build Super Meter for characters later in the match.



In the original *Capcom vs. SNK*, Yuri could 2-in-1 crouching HK to Rai Oh Ken(LP). This forced opponents to block constantly, taking block damage as well as Guard Meter damage. Unfortunately, that feature is gone now, so rely mainly on standalone Rai Oh Kens. If she manages to corner her opponent, especially one who doesn't have a roll, keep him or her pinned with LP and HP Rai Oh Kens, keeping crouching HP ready for when they try to jump. Crouching HP means Yuri almost never has to jump back, which is great for corner traps.



Yuri Double Uppers do great damage, and there are more opportunities to use this move than before. This is primarily due to the alteration in her corner traps. In the open field, Yuri Double Uppers(HP) push opponents back into the corner where she can drop more Rai Oh Kens. Of course, when Yuri's blocking, she may not be able to input the proper command for the uppercuts. Never fear, the crouching HP can cover in most cases.



Yuri is best placed early in a group of three, so she'll probably avoid using a Super Combo. With that said if there is need of one, Scalding Steam Blast is usually the best choice. It can be used in combos or as a surprise strike on the ground. It doesn't connect with all hits if she tries to knock someone out of the air, so avoid the temptation in those situations.



GAME SECRETS

FIGHT GEESE

Play as an SNK character and earn at least 500 Groove Points before reaching the sixth battle. Play as a Capcom character and earn at least 1000 Groove Points before reaching the sixth battle.

FIGHT M. BISON

Play as a Capcom character and earn at least 500 Groove Points before reaching the sixth battle. Play as an SNK character and earn at least 1000 Groove Points before reaching the sixth battle.

UNLOCK SHIN AKUMA

Play as an SNK character and earn at least 1500 Groove Points, defeat the mid-boss (Geese or M. Bison) before reaching the final battle. Defeat Shin Akuma (continuing is possible, as is changing characters) and he is available for use in all Modes.

UNLOCK ULTIMATE RUGAL

Play as a Capcom character and earn at least 1200 Groove Points and defeat the mid-boss (Geese or M. Bison) before reaching the final battle. Defeat Ultimate Rugal (continuing is possible, as is changing characters) and he is available for use in all Modes.

UNLOCK BOSS MODE

You must defeat Shin Akuma and Ultimate Rugal to unlock this option. Hold **X + Y**, select arcade mode and continue to hold these buttons down until reaching character selection. If done correctly you should fight all the bosses as the Arcade Mode challenge.

UNLOCK EX OPTIONS

Defeat Boss Mode on any level.

UNLOCK GROOVE EDIT MODE

Defeat the Arcade Mode on any level.

UNLIMITED GROOVE POINTS

Beat Survival Mode all the way through.

NOTE

Turn on Infinite Life and Super Meter under the EX Options to breeze through the survival mode.

UNLOCK HIDDEN STAGES

There are two hidden stages in the game. To unlock these earn at least 900 Groove Points by the sixth battle. This allows you to fight Akuma or Rugal, depending on which Groove you have chosen, as your final boss. Defeat Akuma and Rugal to unlock the hidden stages.

NOTE

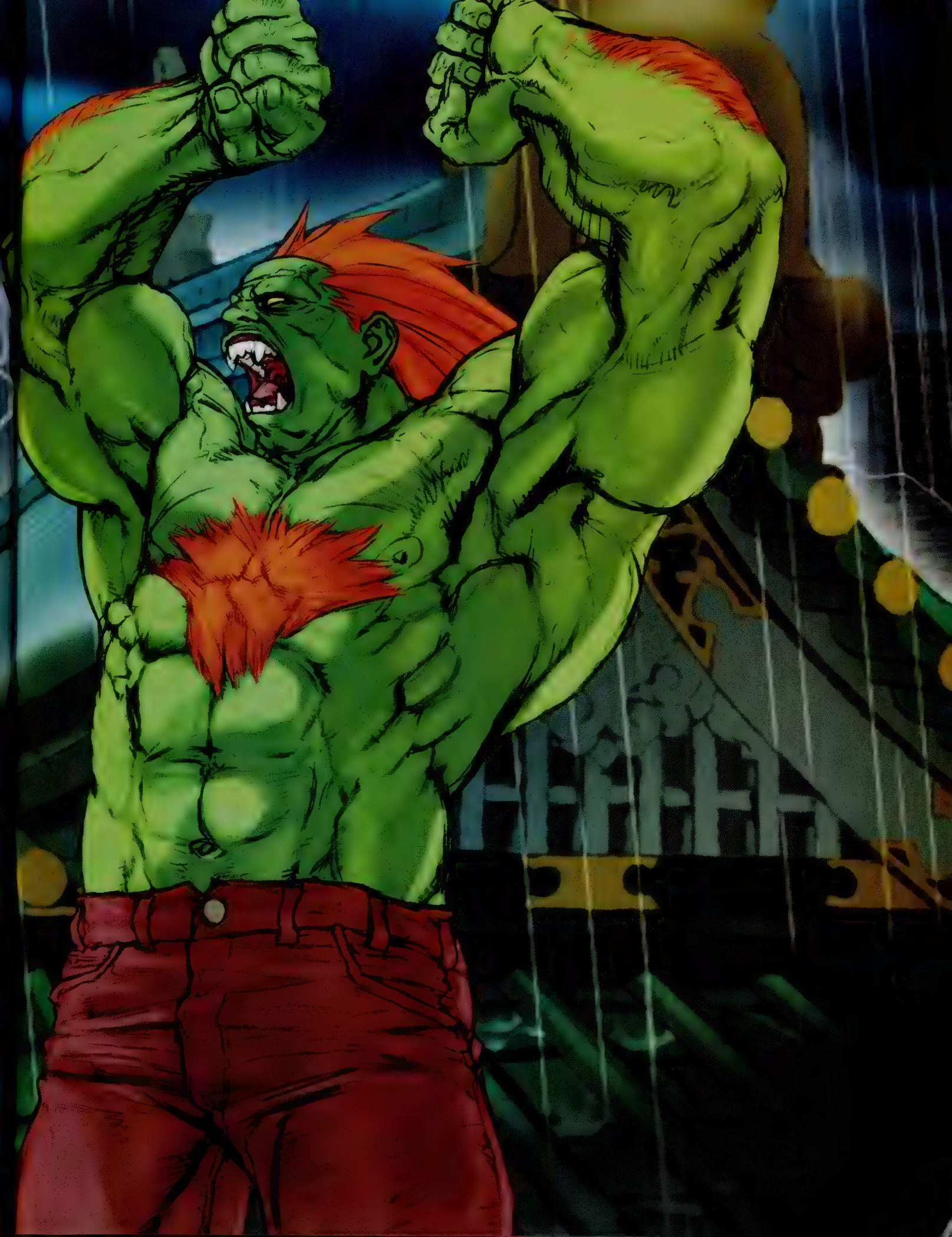
While continues aren't available in Boss Mode, there is a sneaky way to continue a fight without having to start over from the beginning. Keep a second controller plugged in and join in when health is almost gone. Defeat the new challenger, and the battle through the bosses continues where it left off.







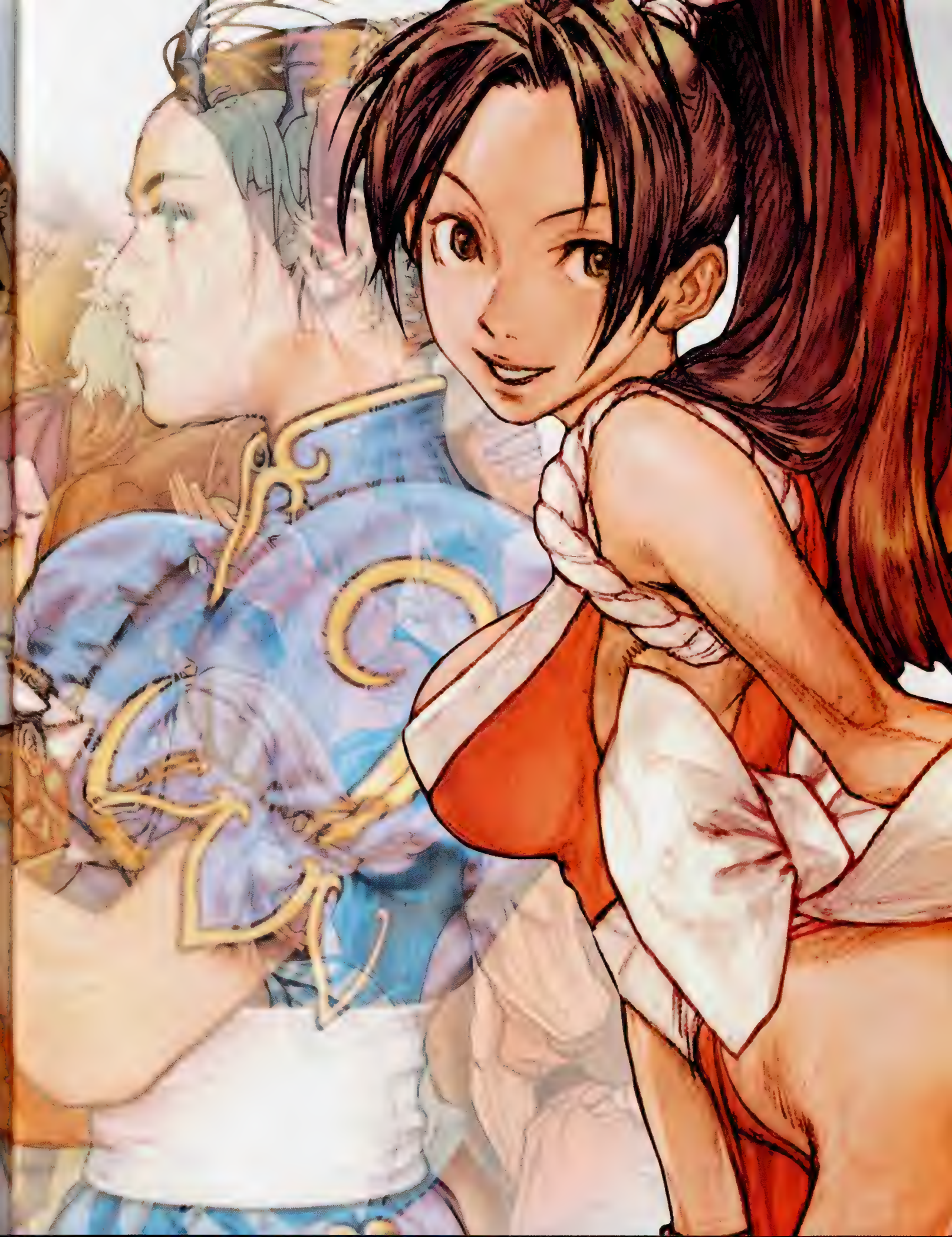


















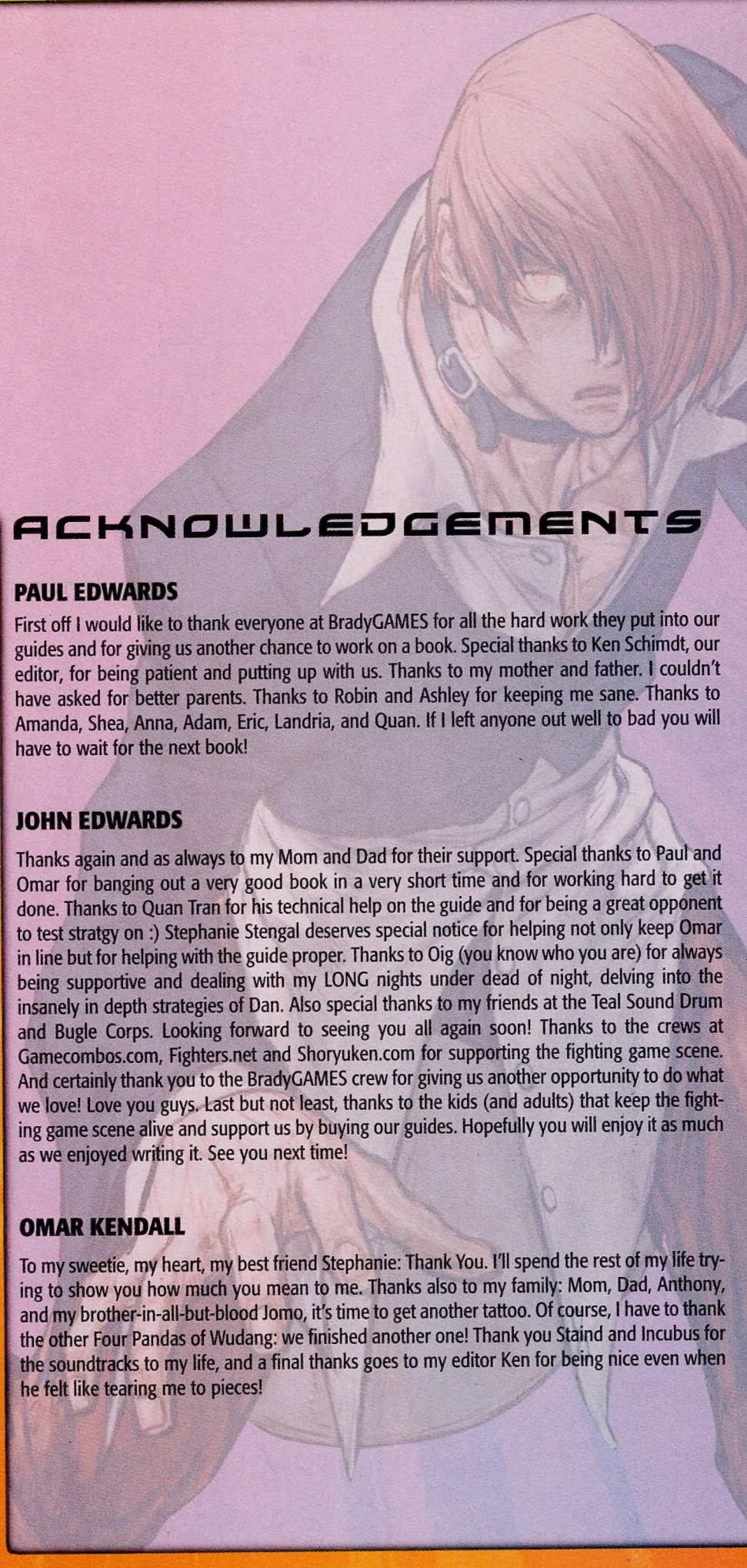












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